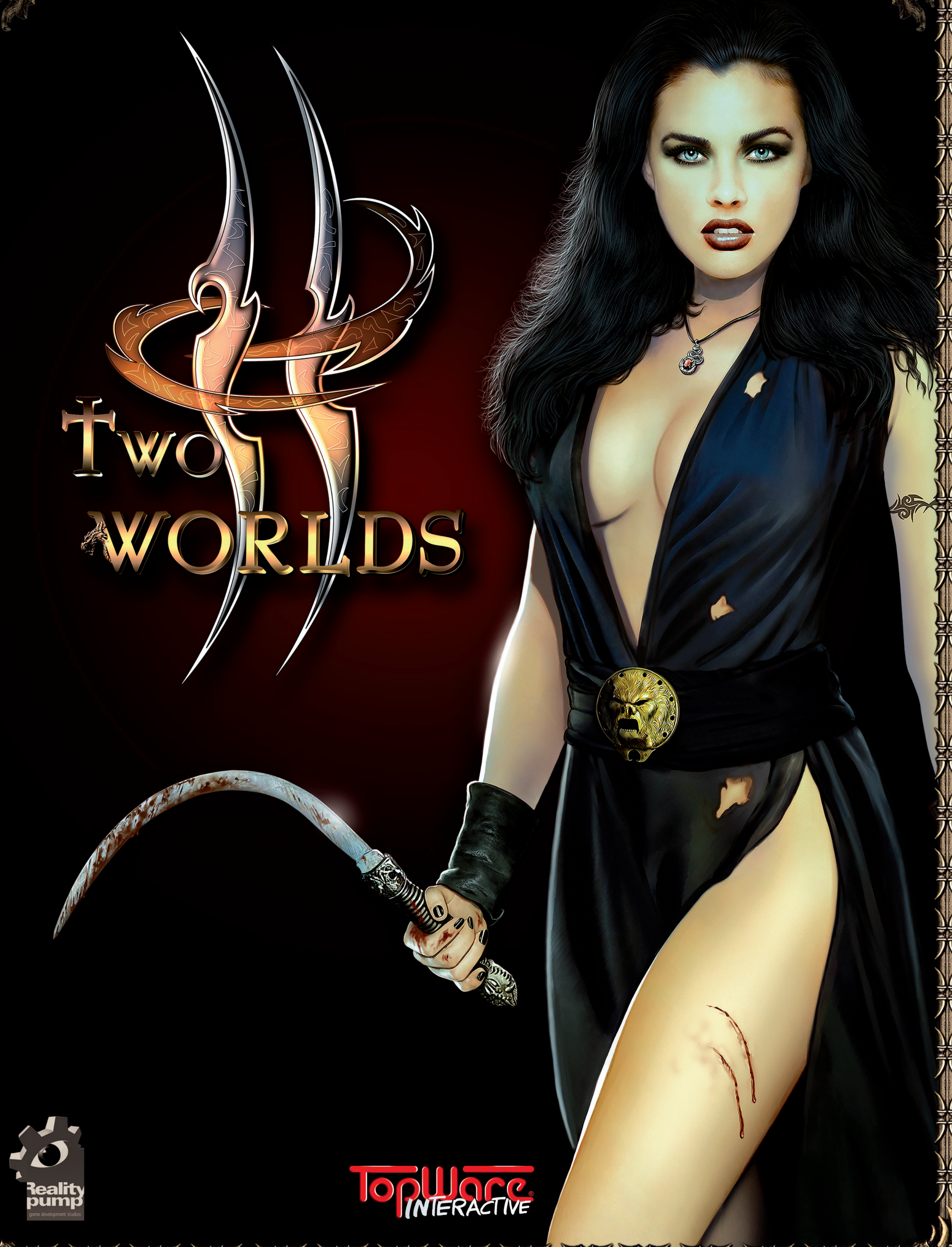
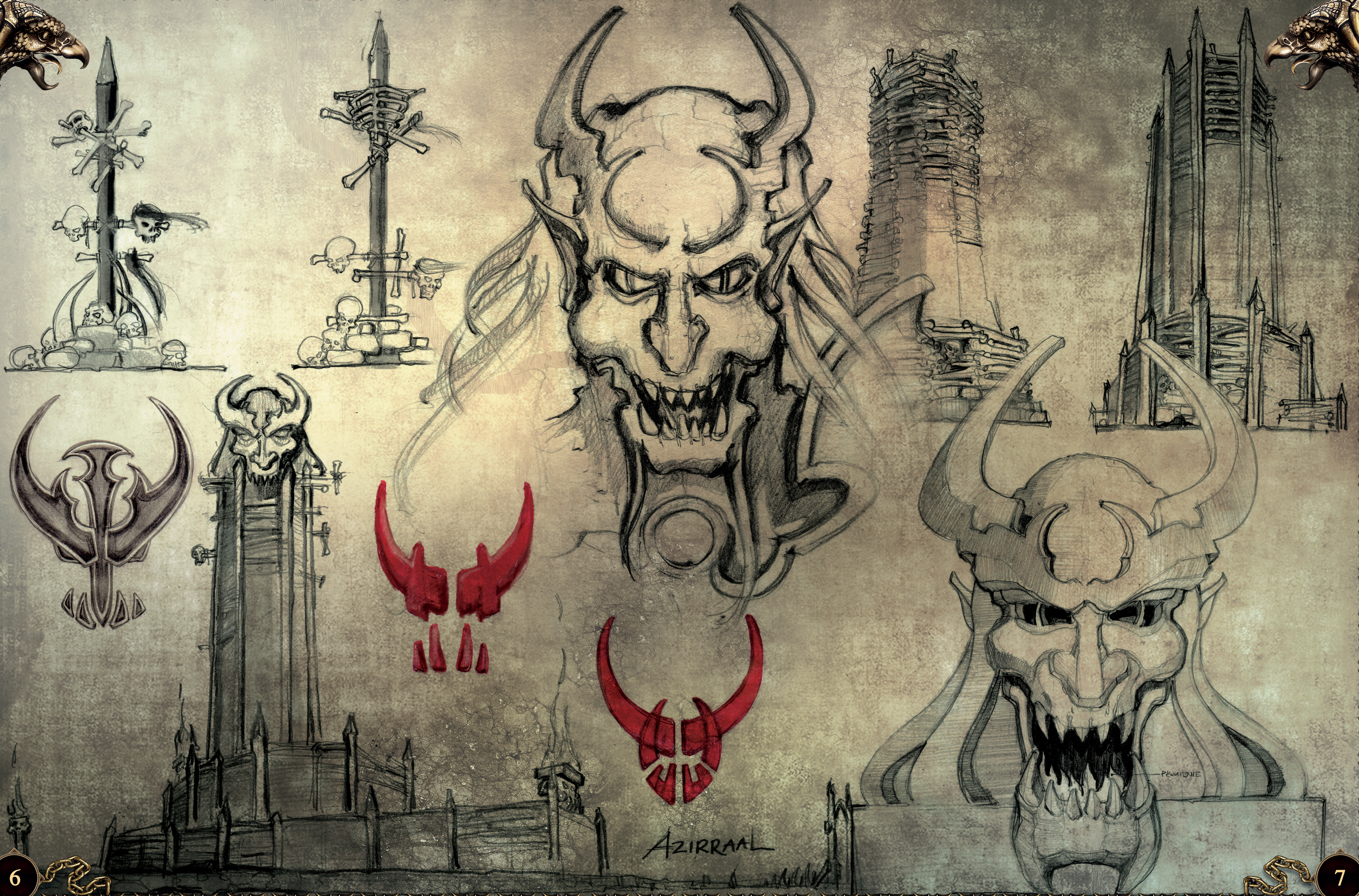
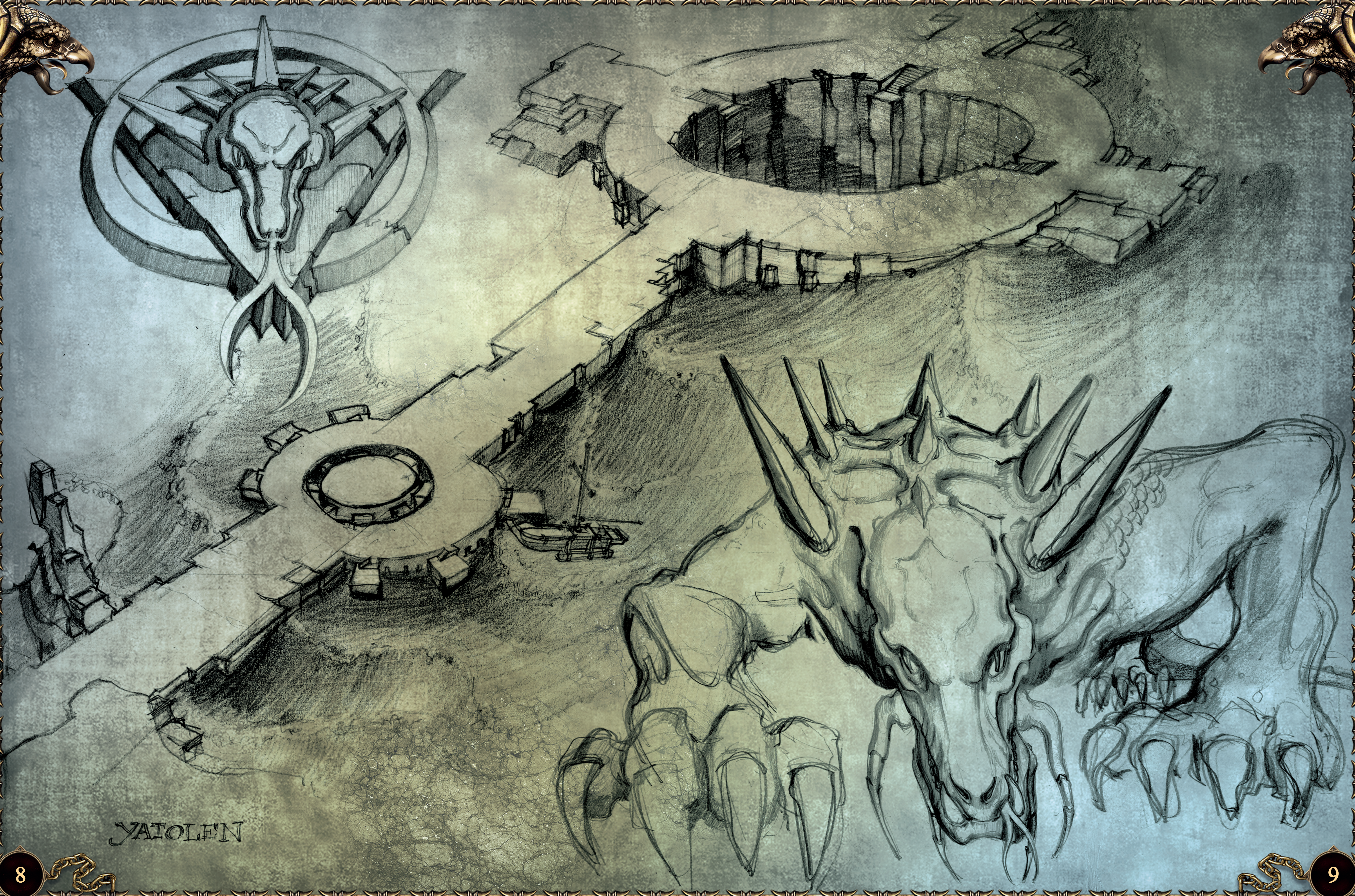
THE ART OF TWO WORLDS

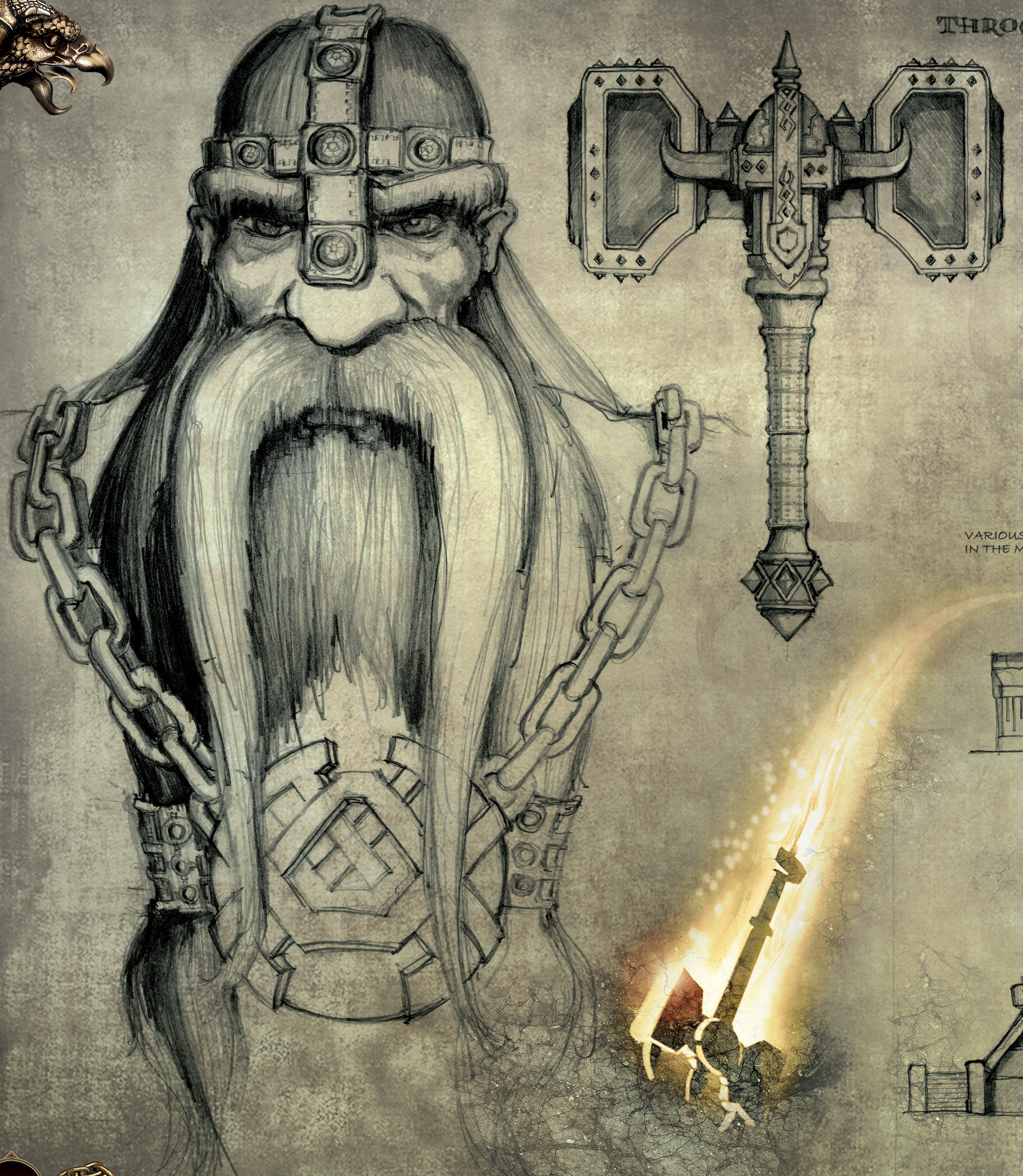

Two Worlds
Reality pump
game development studios
TopWare
INTERACTIVE

GODS OF ANTALOOR

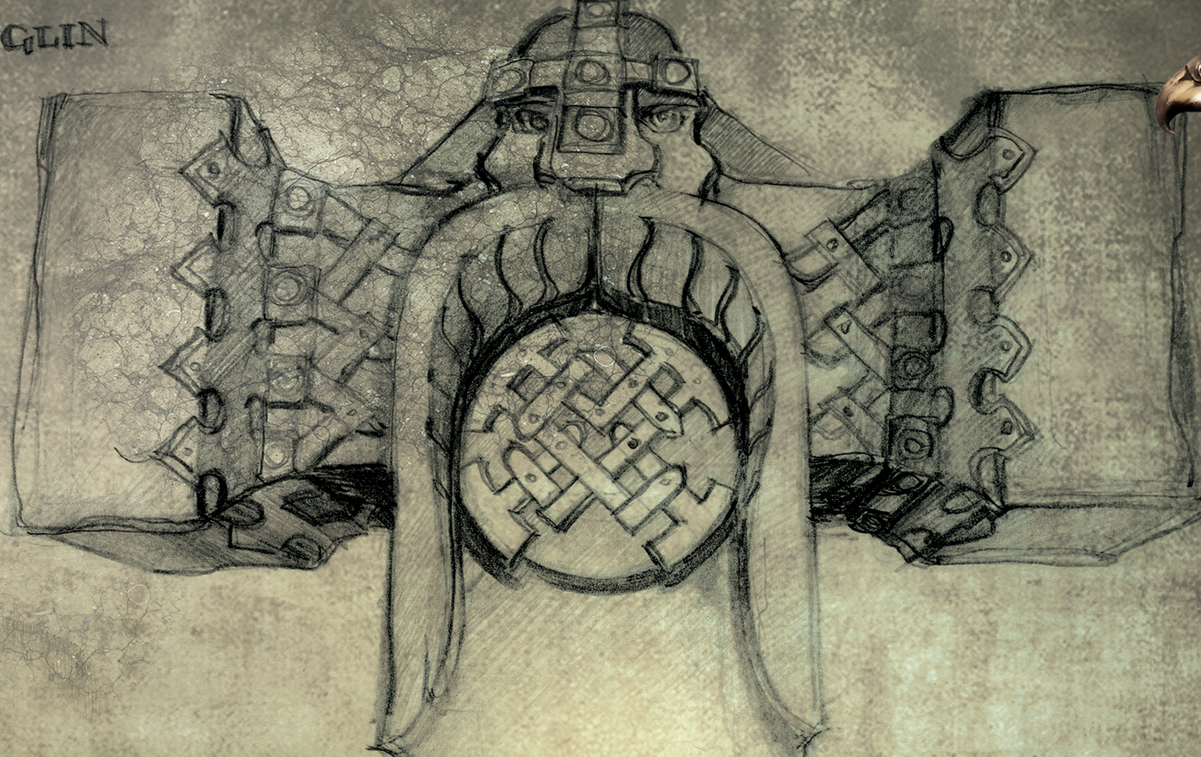

AZIRRAAL
PŁOMIENIE


YATOLEN

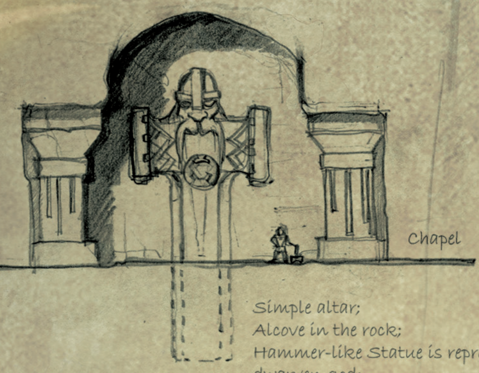
THROGLIN



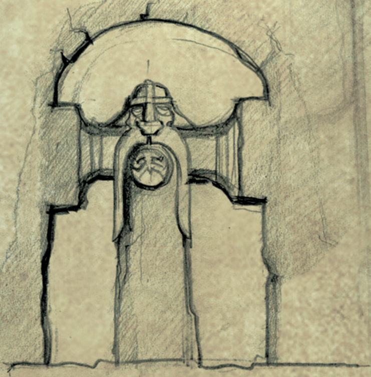
THROGLIN



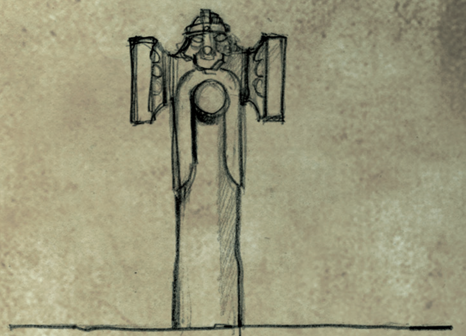
VARIOUS CHAPELS OF THE DWARVES
IN THE MOUNTAINS



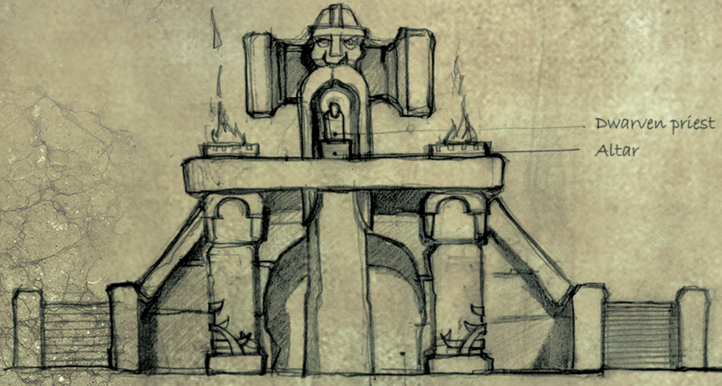
Simple altar;
Alcove in the rock;
Hammer-like Statue is representing
dwarven god;
Two pillars flanking



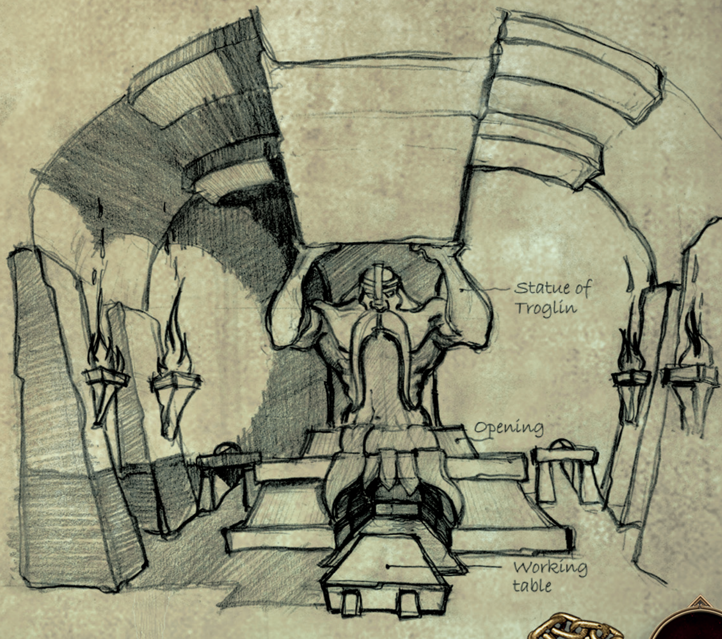
Chapel in a niche or
an alleyway through rock



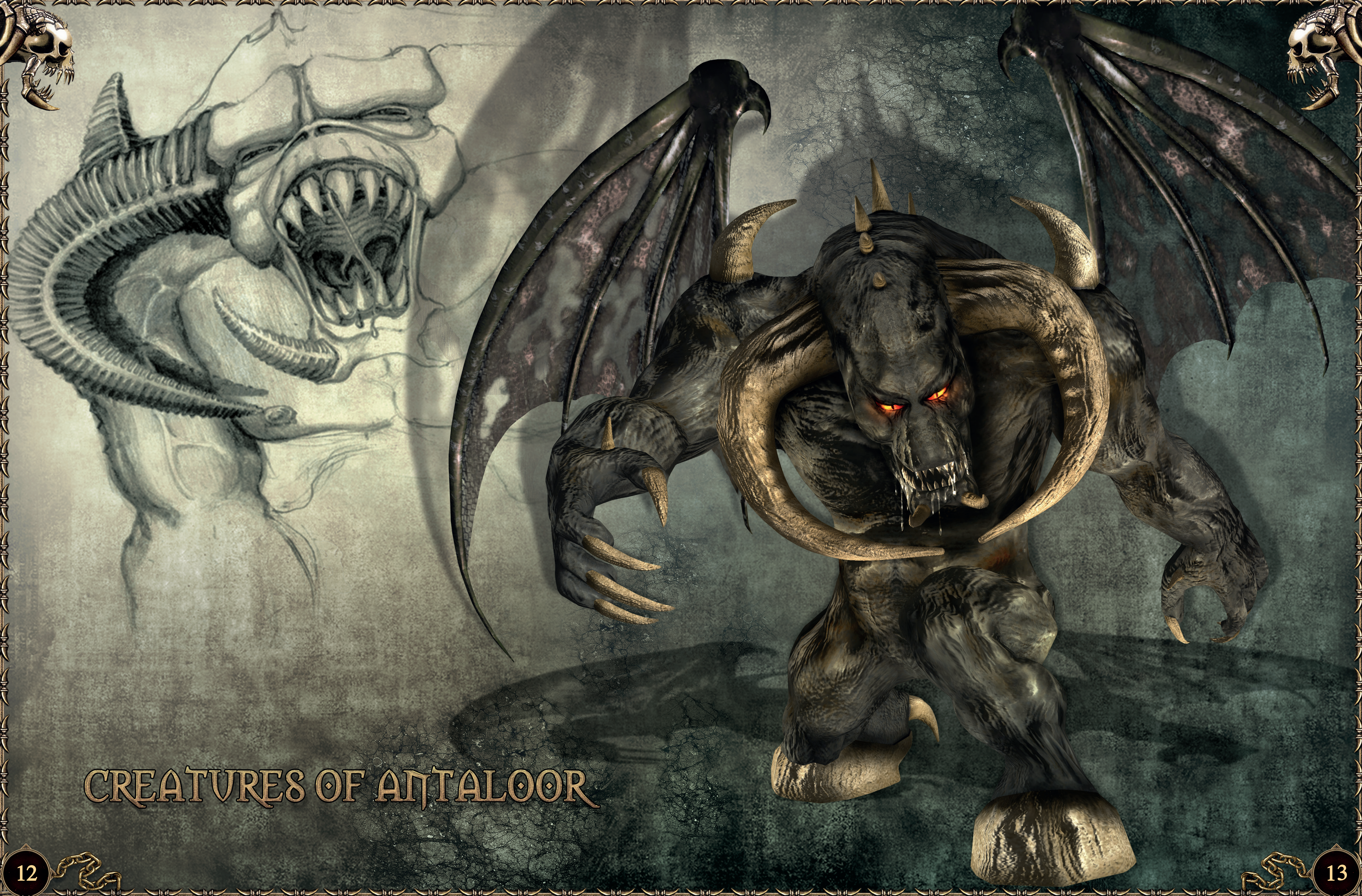
Freestanding statue - very rare


Dwarven priest
Altar

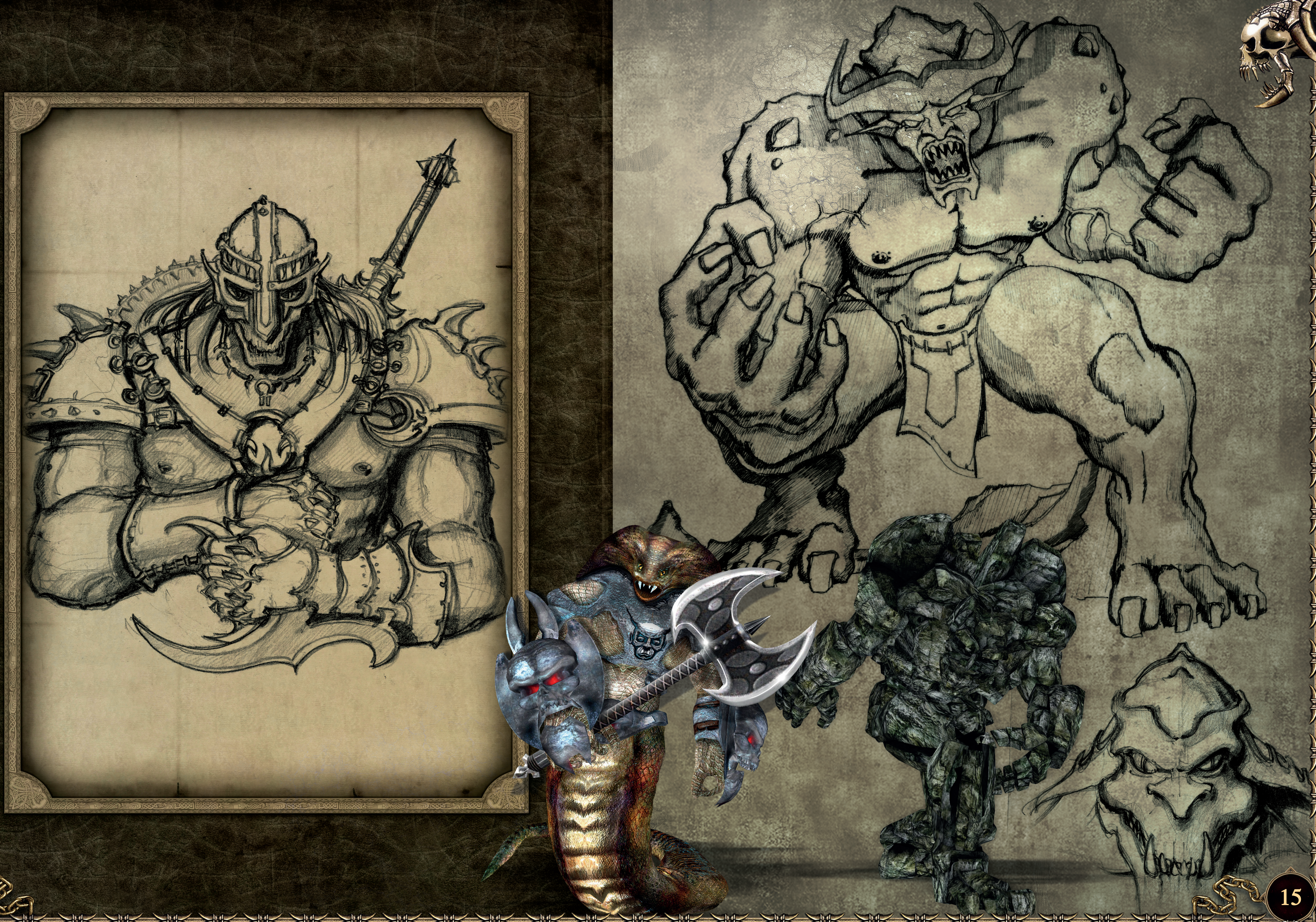
Commonly the entrance to
a mine is located here

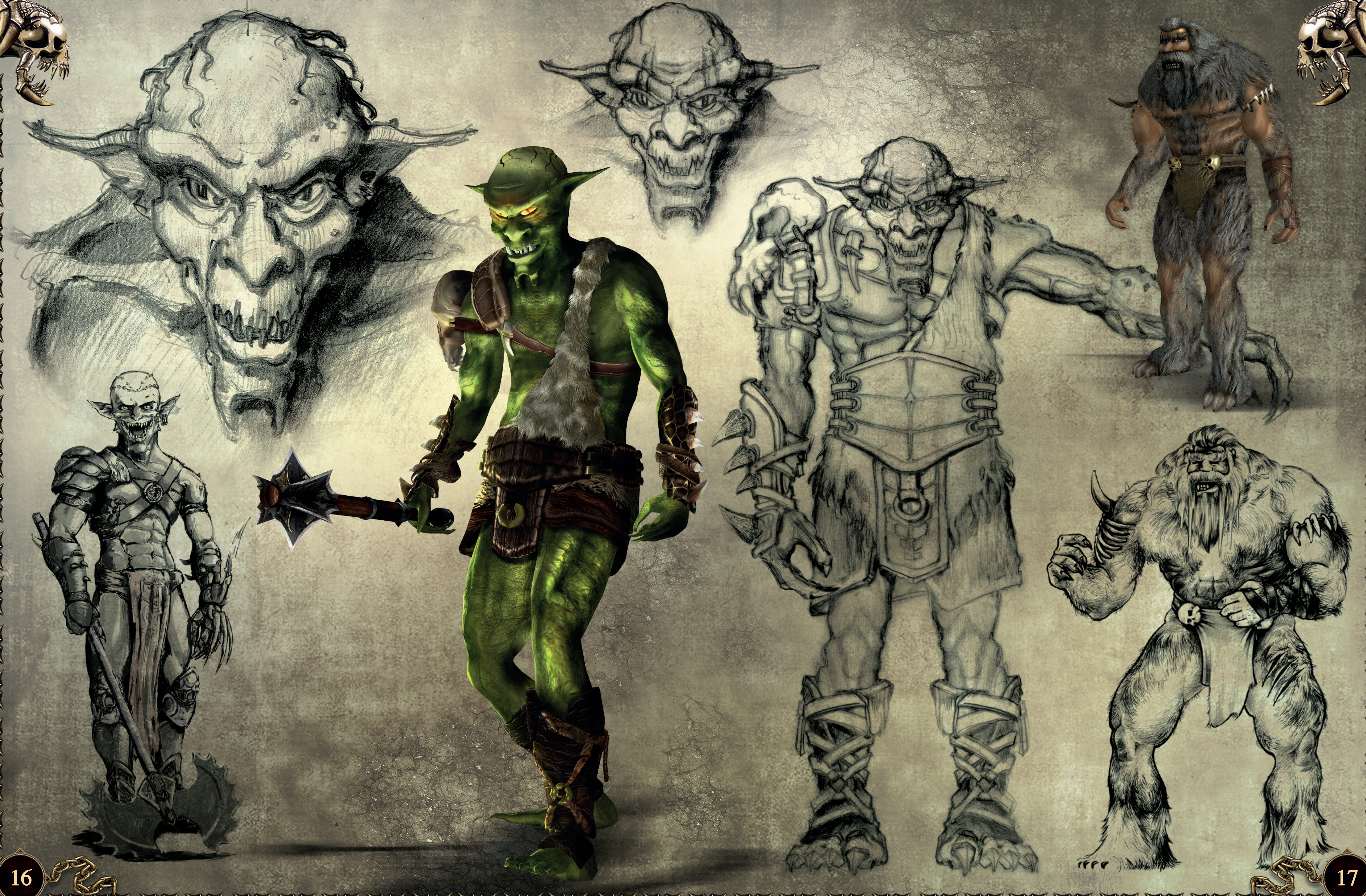

Statue of
Troglin
Opening
Working
table

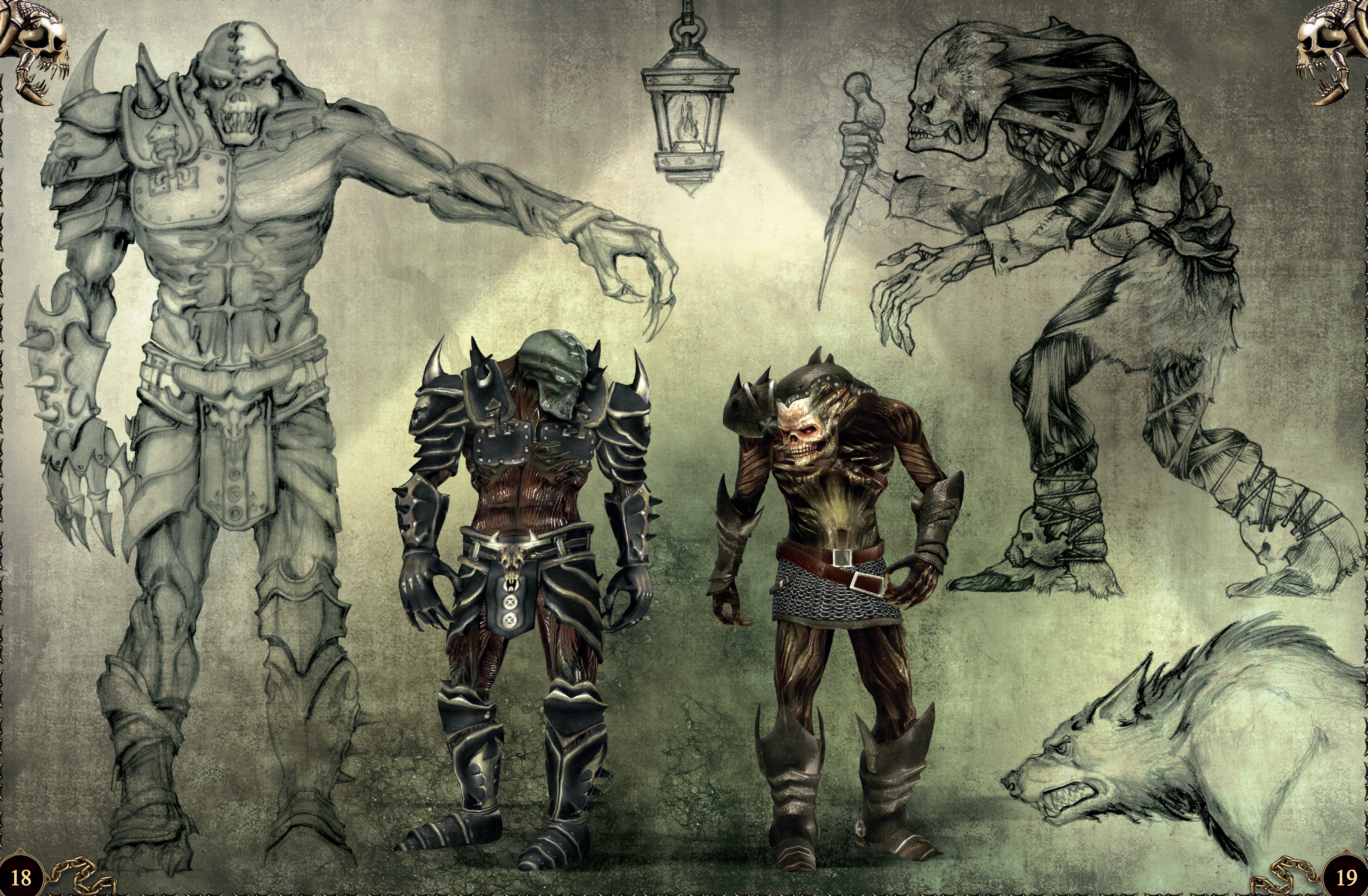
TEMPLE - TROGLIN'S FORGE

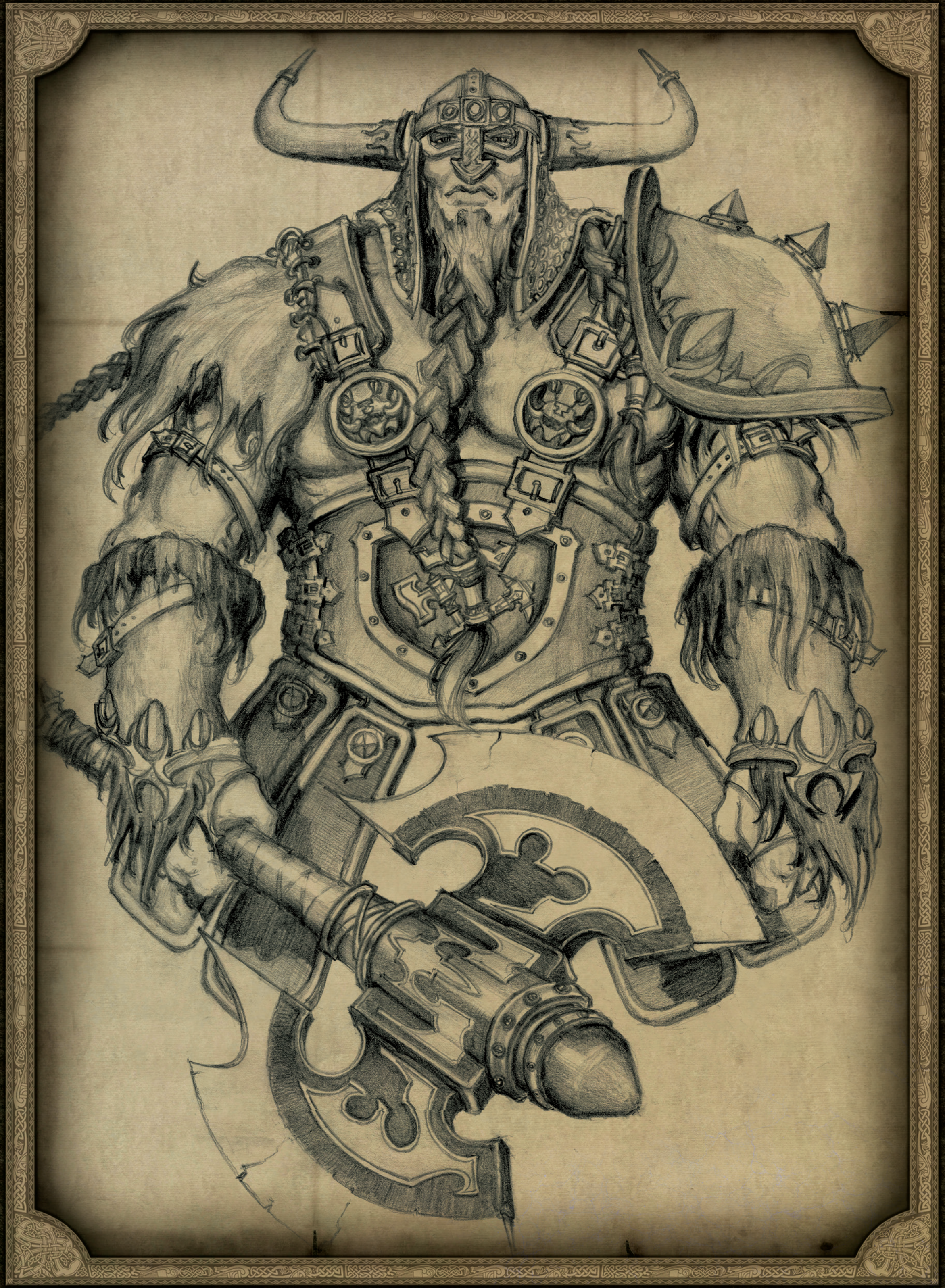


CREATURES OF ANTALOOR

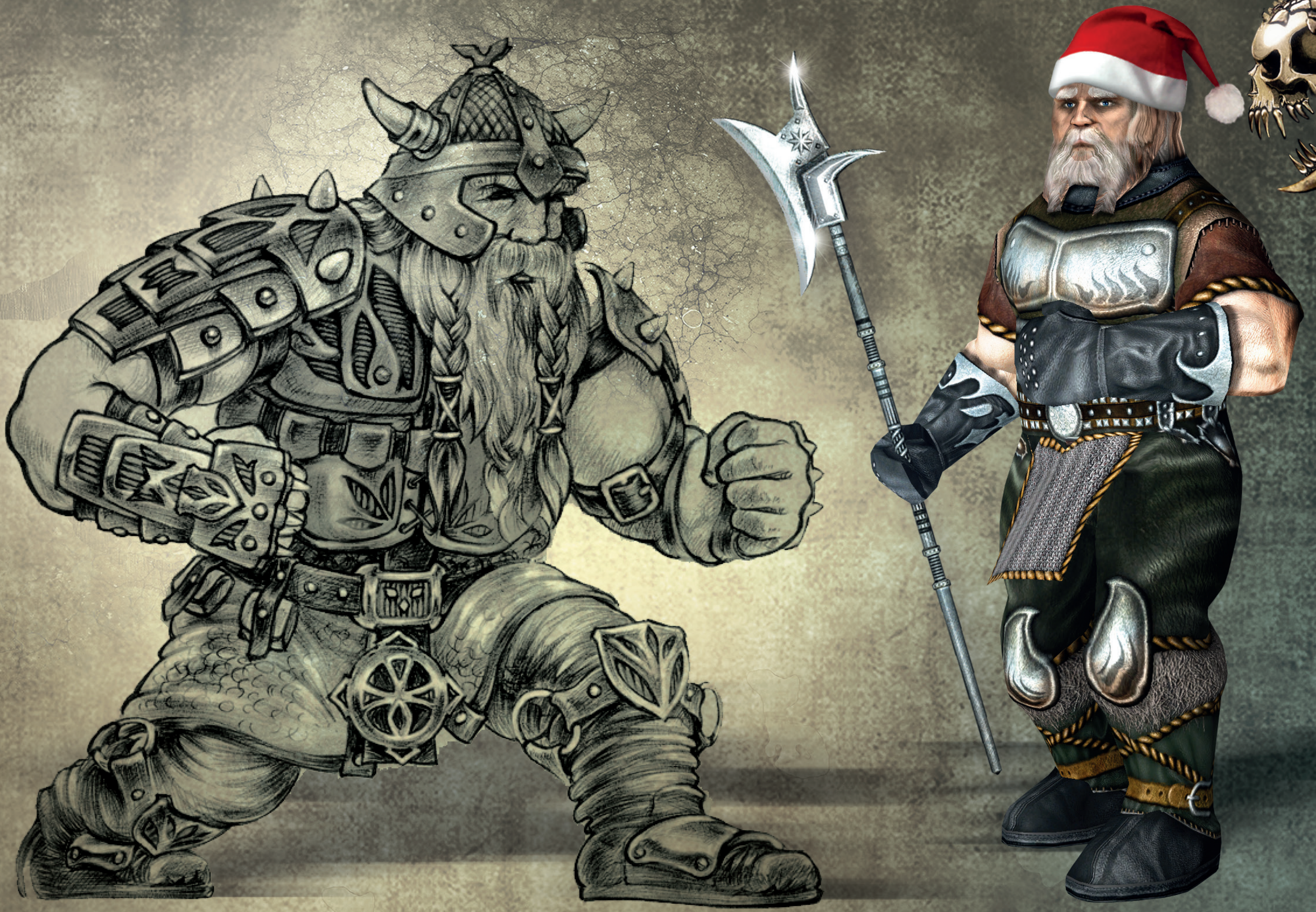


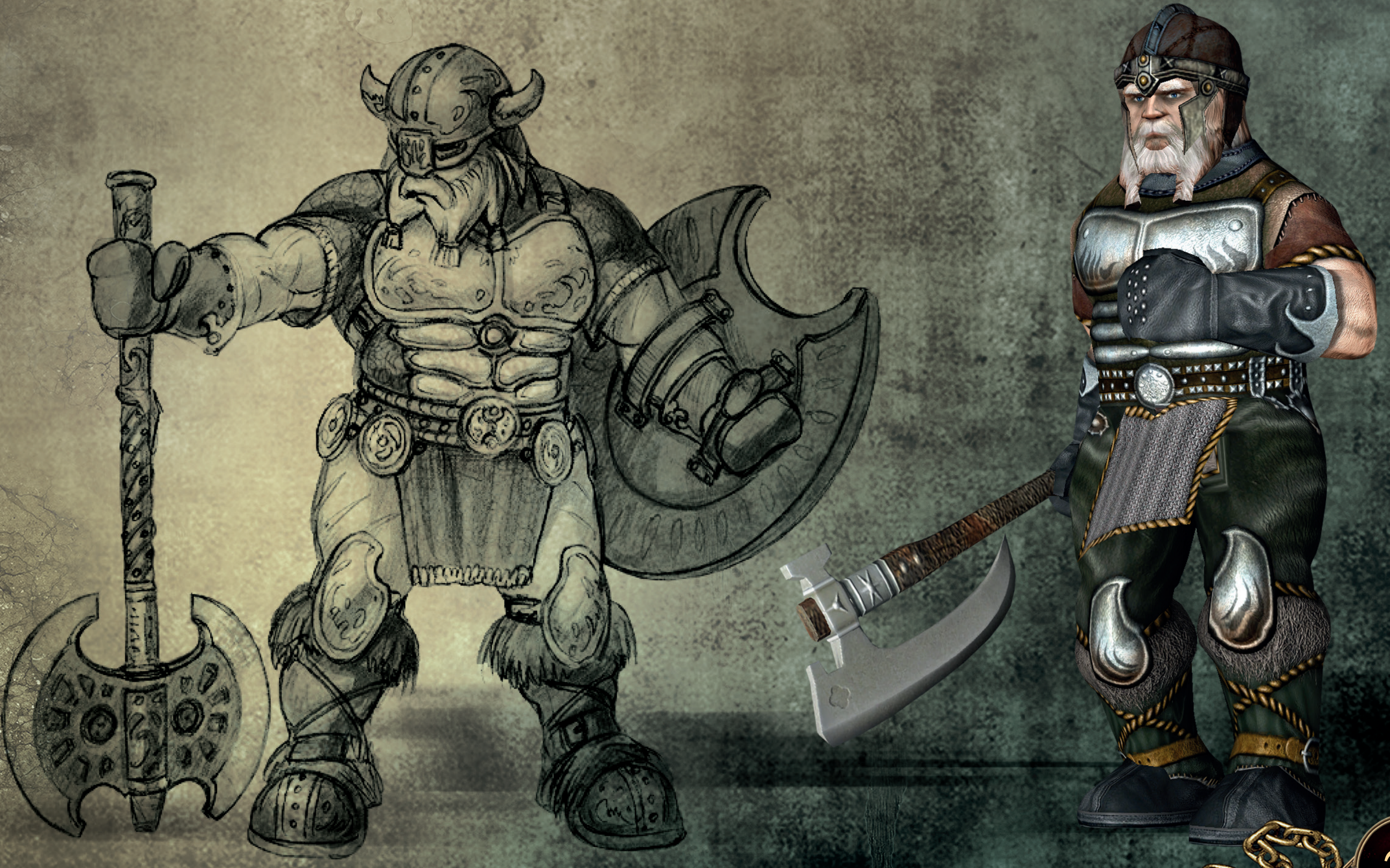




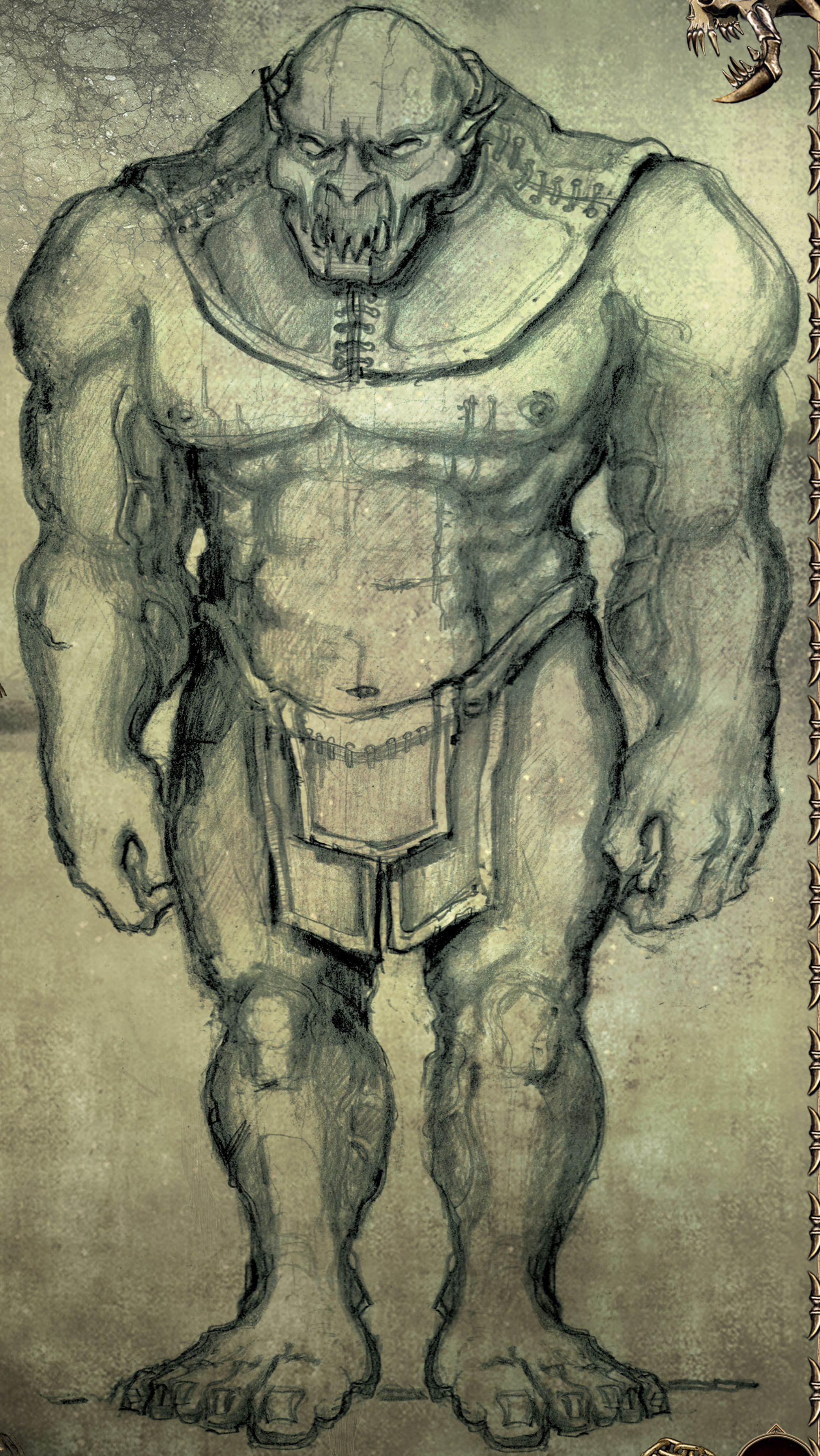


DWARVES

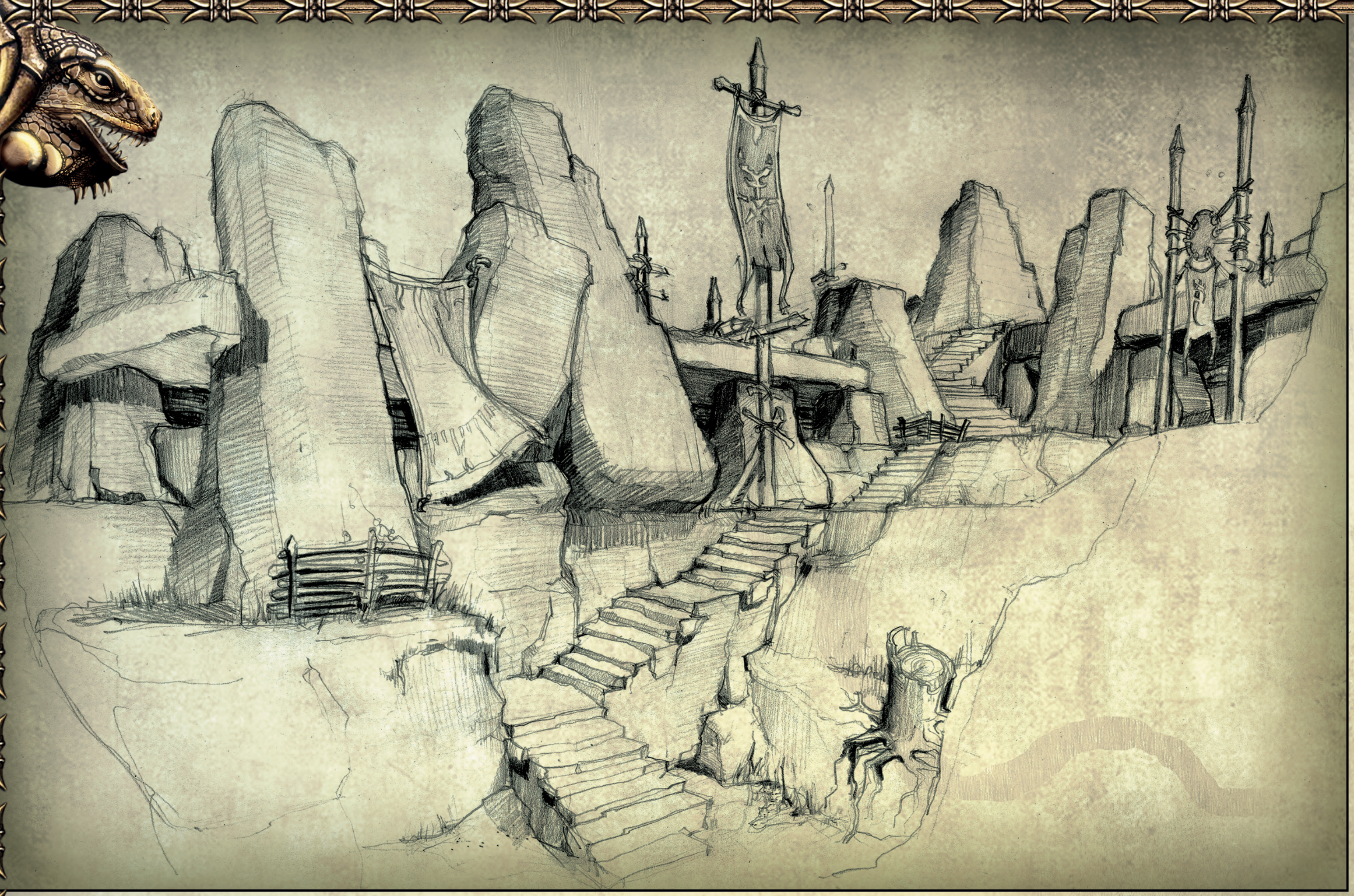


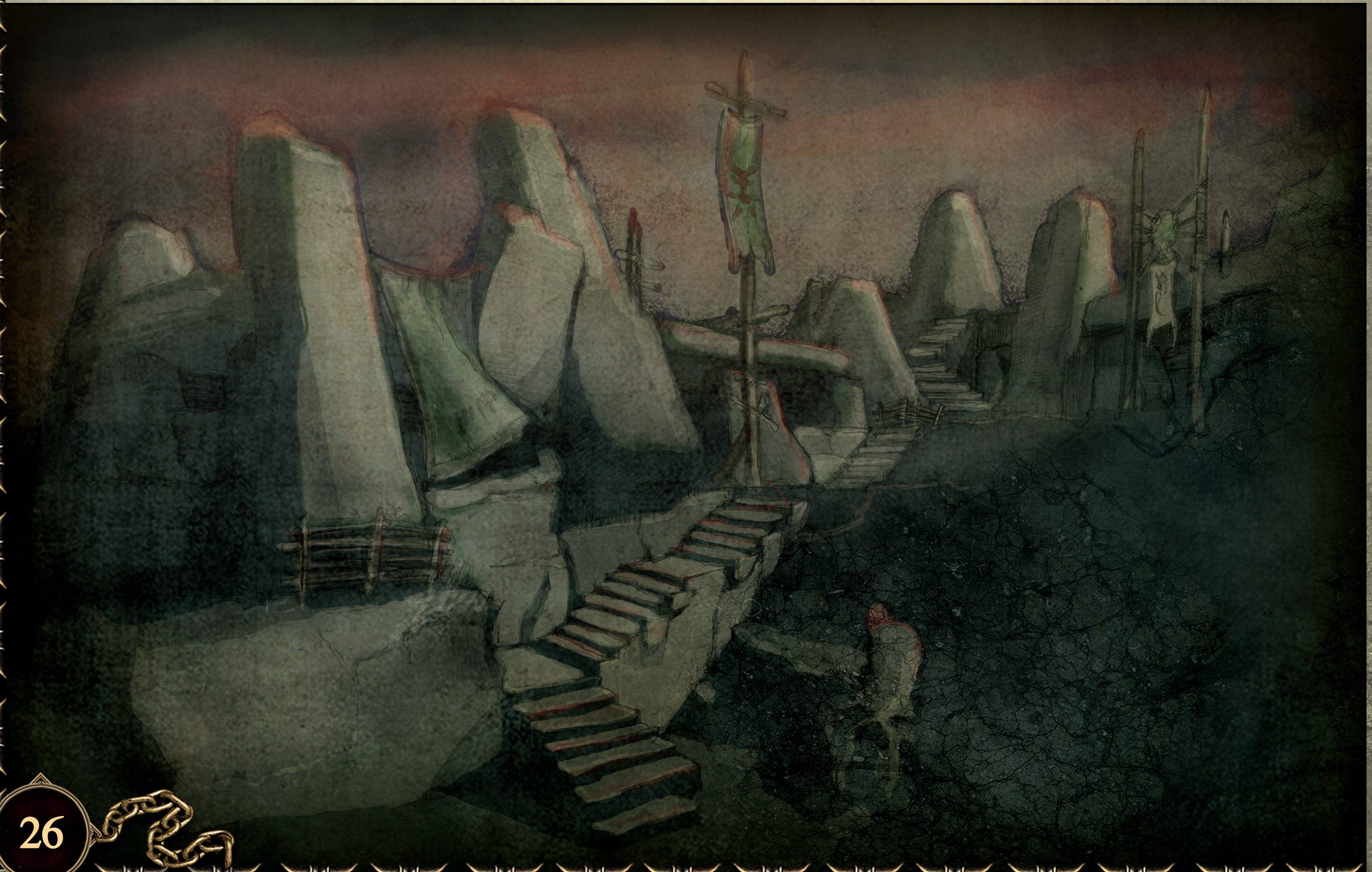


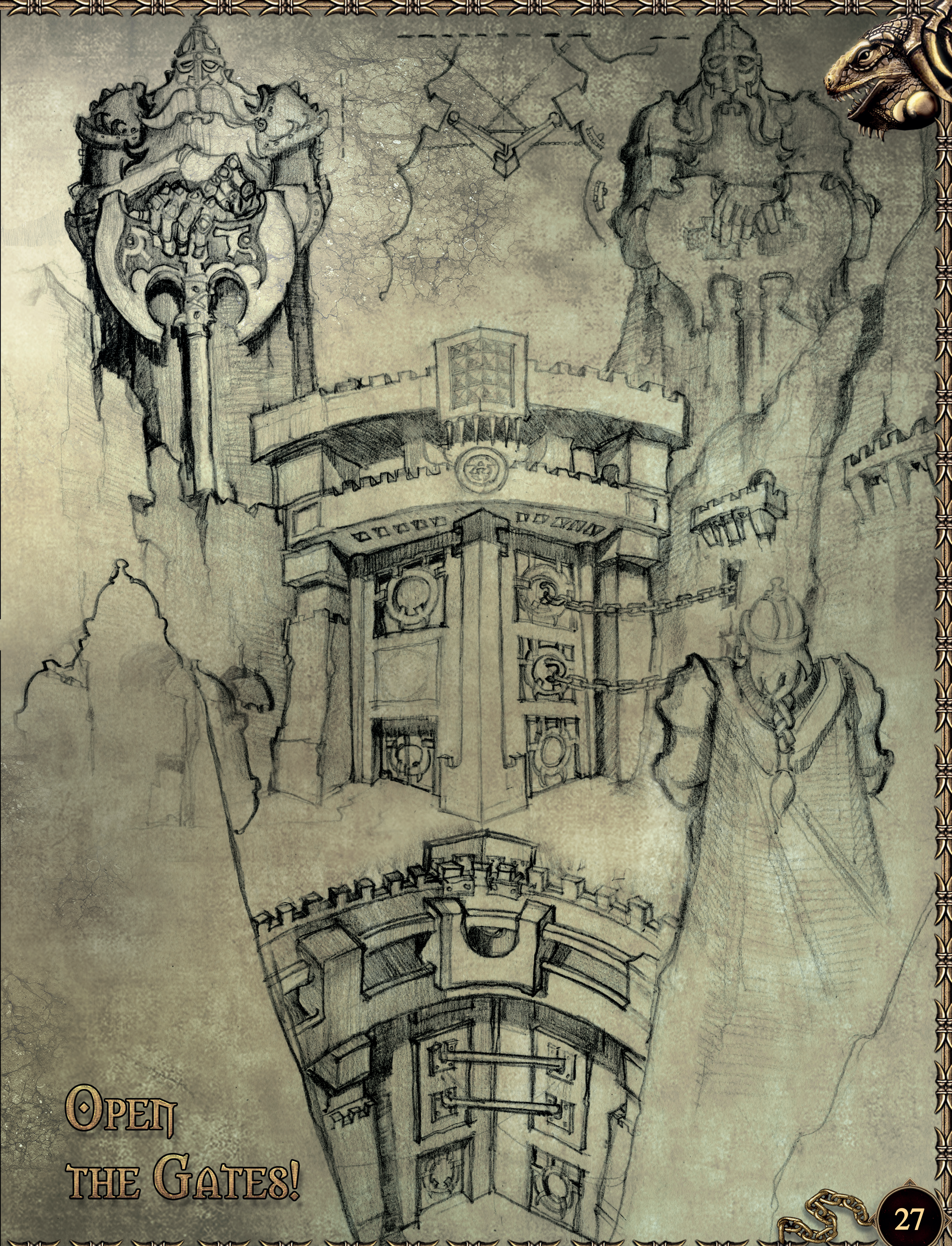
ORCS



LANDSCAPES OF ANTALOOR

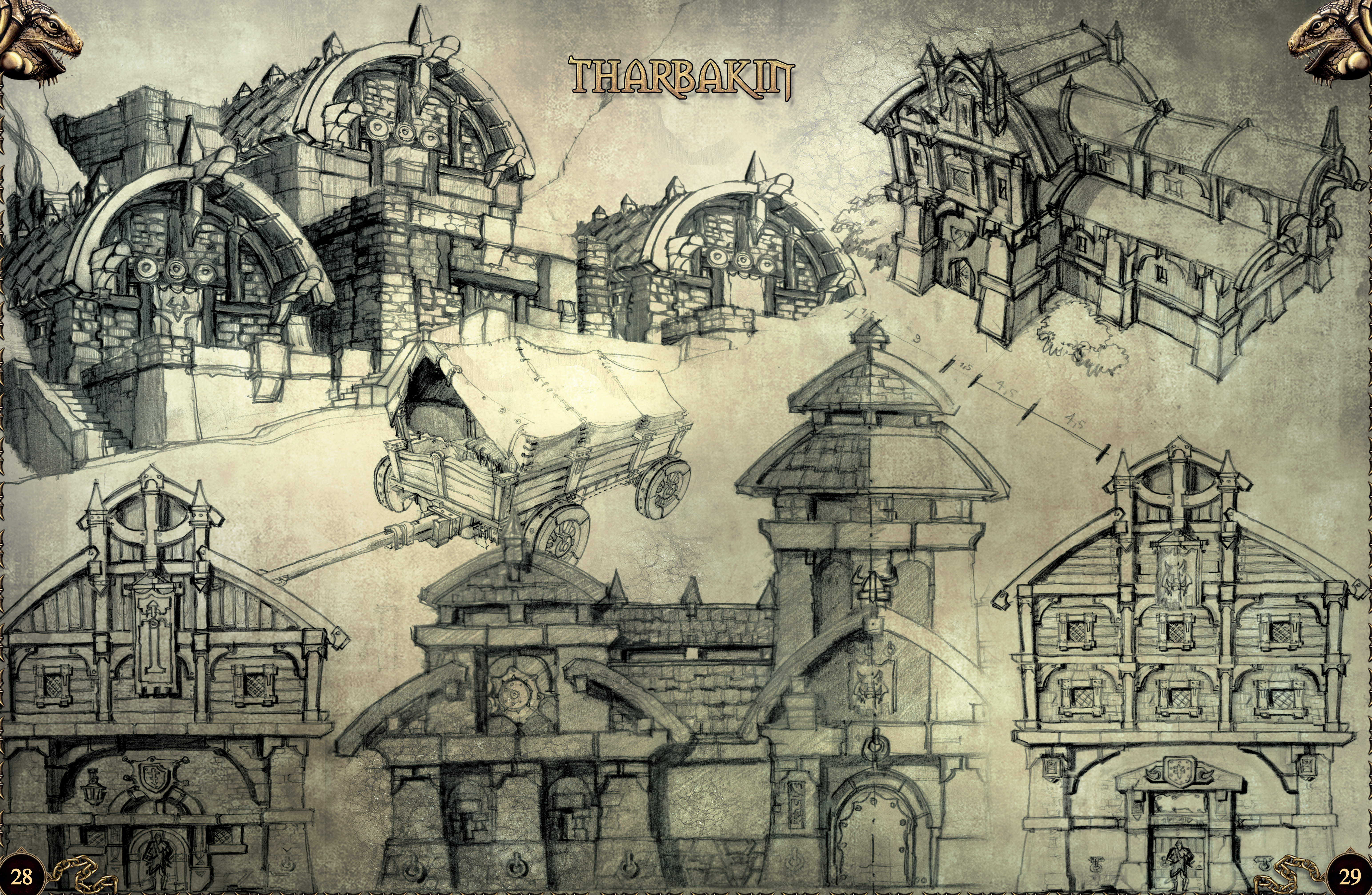




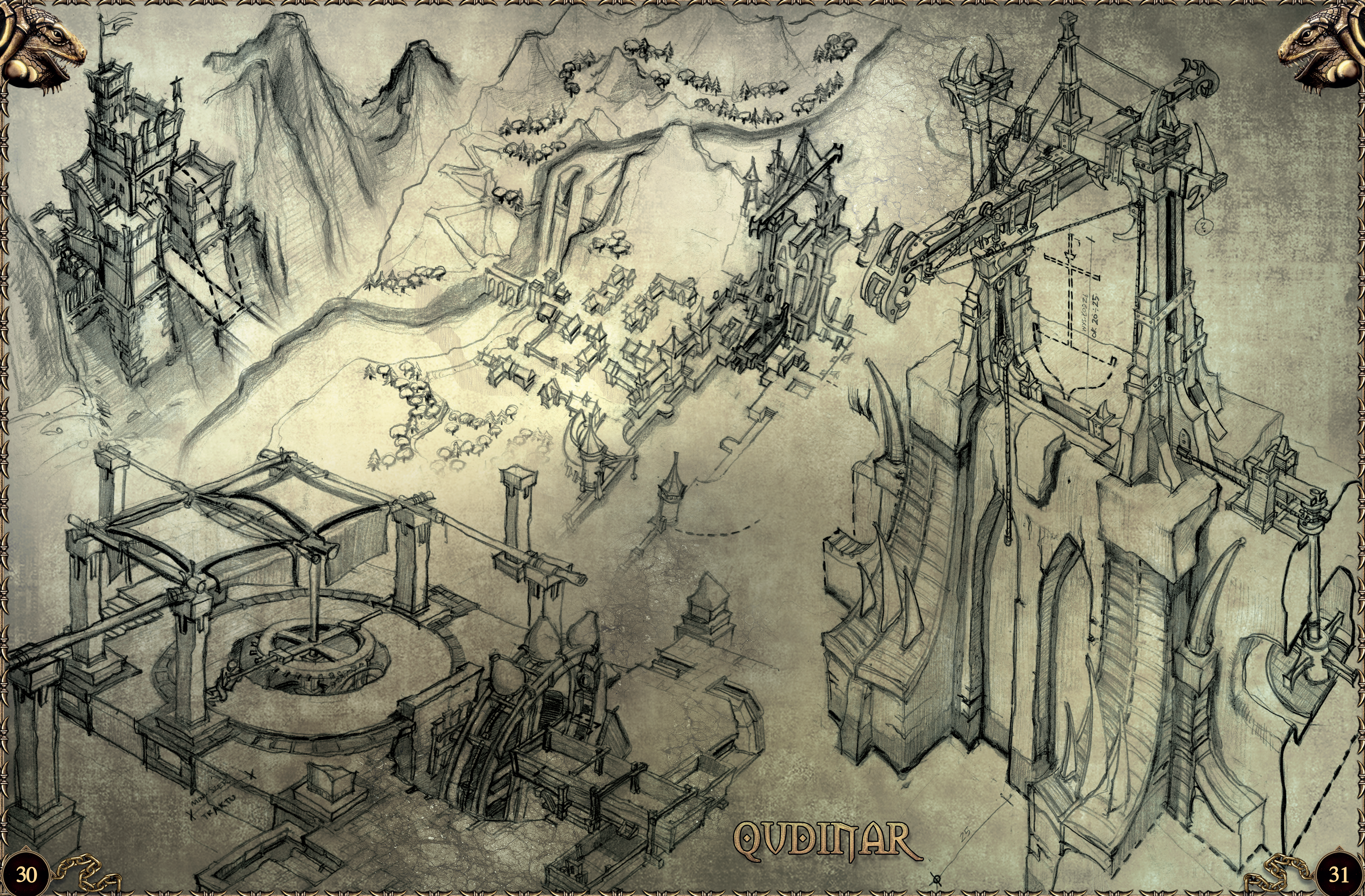


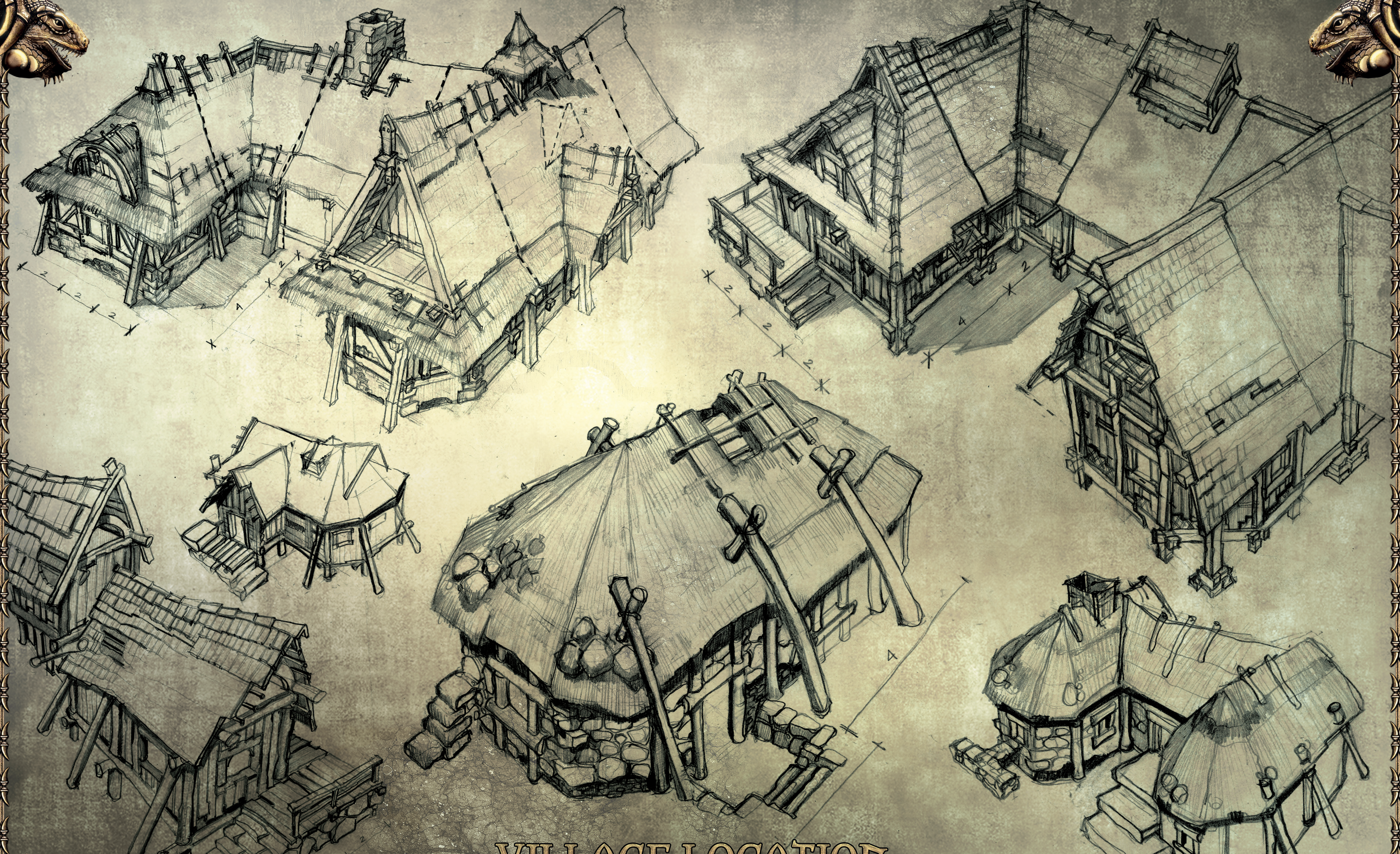
Open the Gates!

THARBAKIN



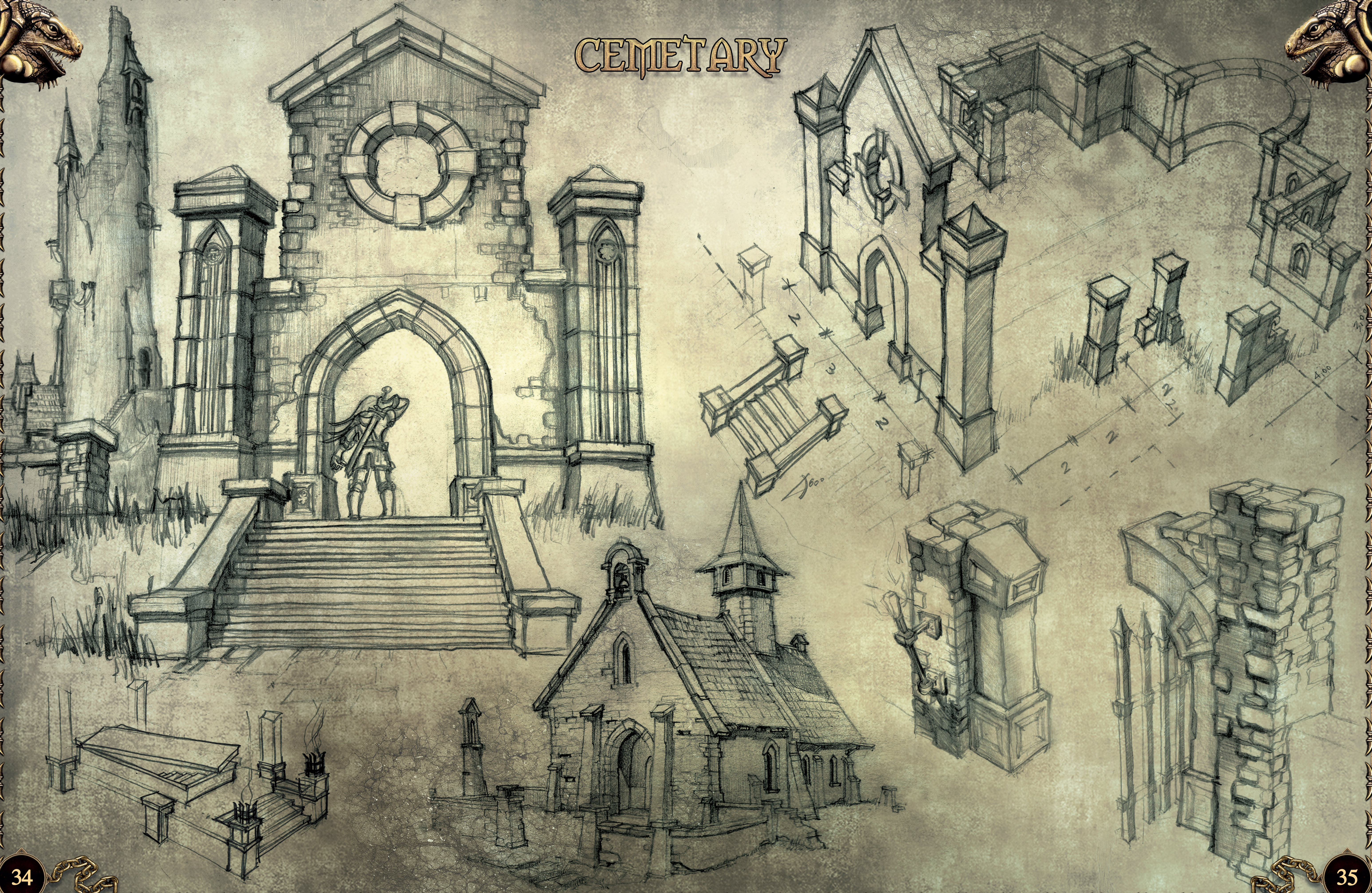
QVDINAR


WYS. ŁODZI
OK 20÷25
?
MIN. SZER. TRAKTU
25


2
2
2
2
4
2
2
2
2
4
4

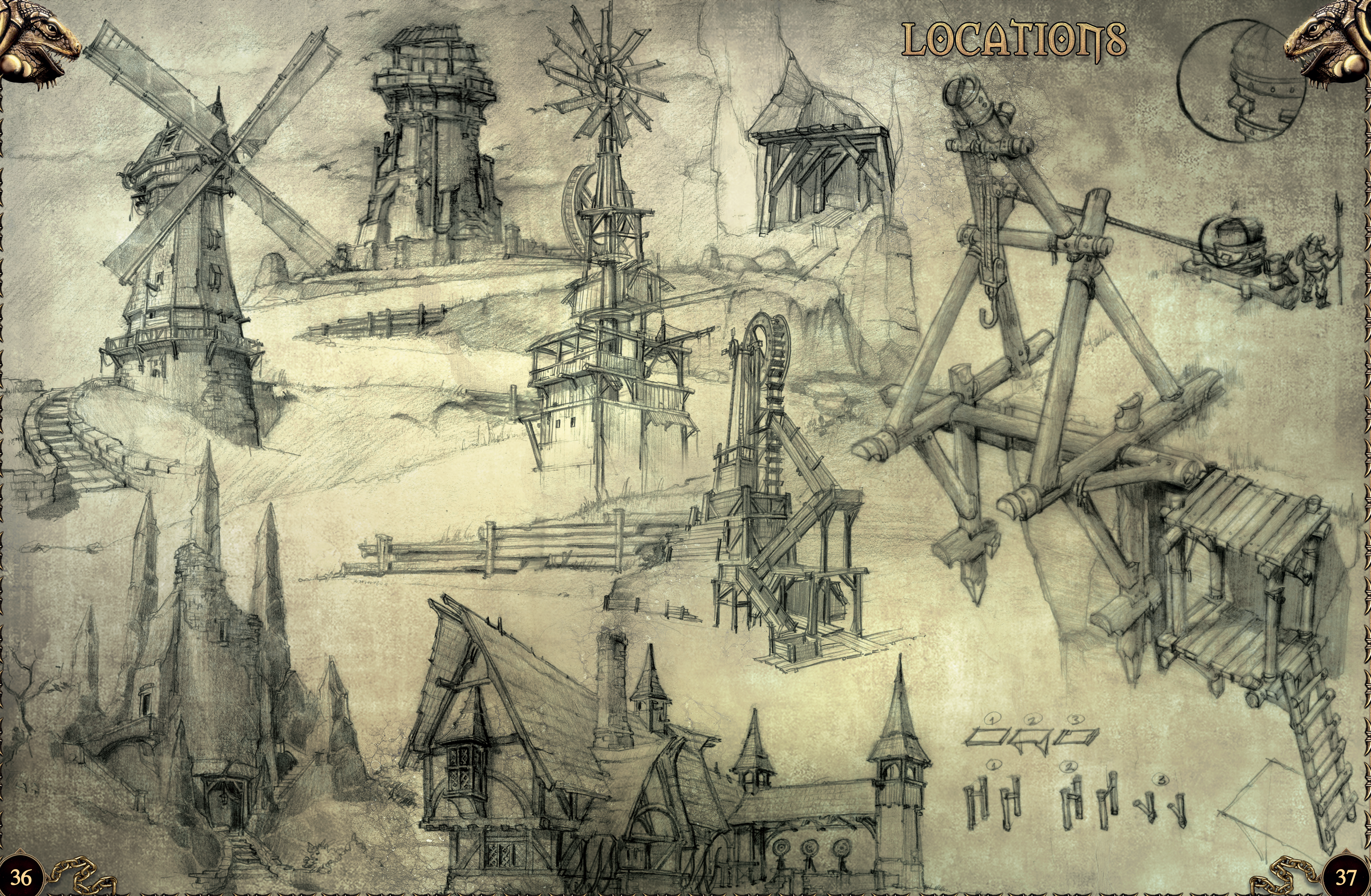
VILLAGE LOCATION

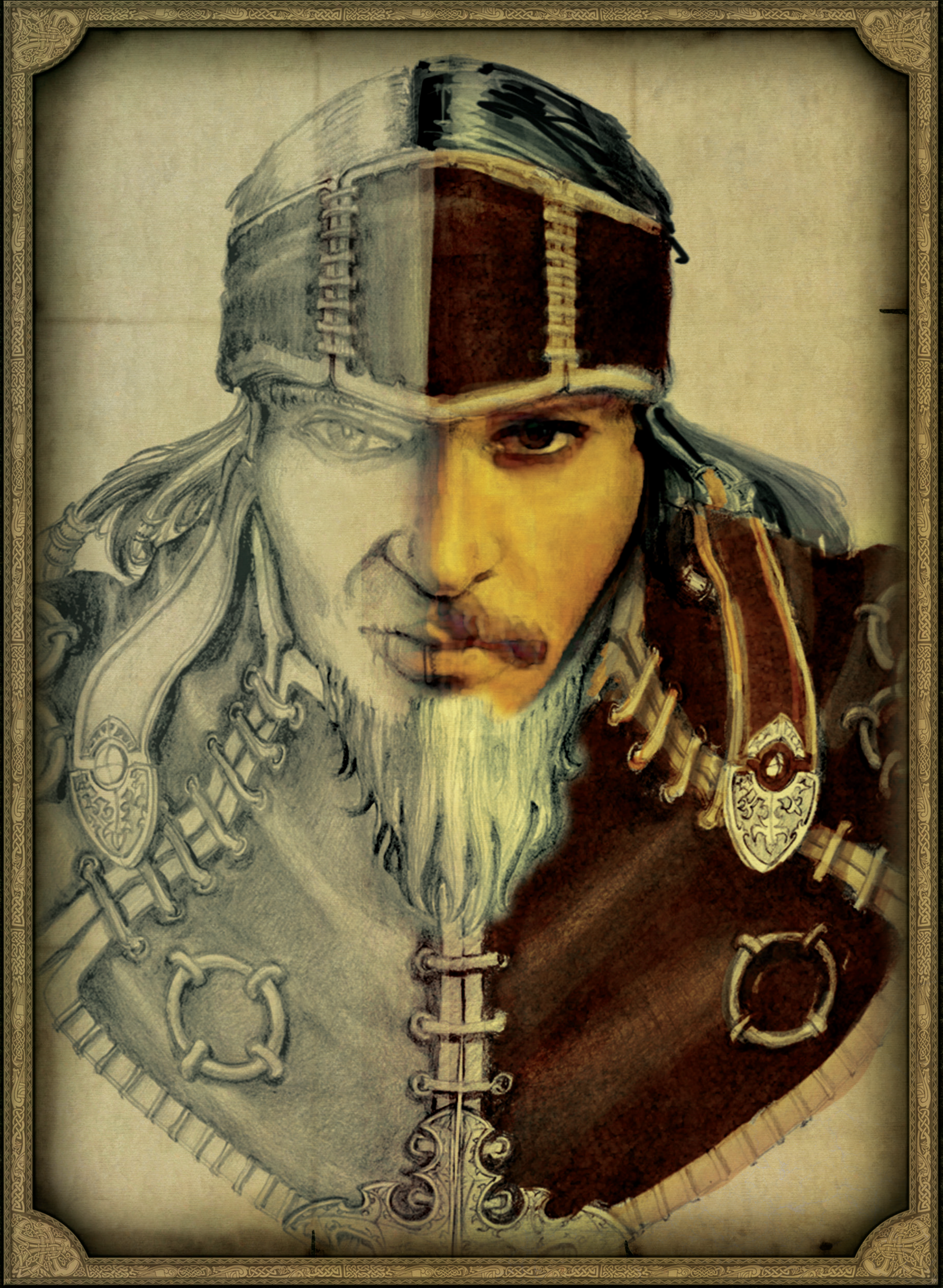
CEMETARY



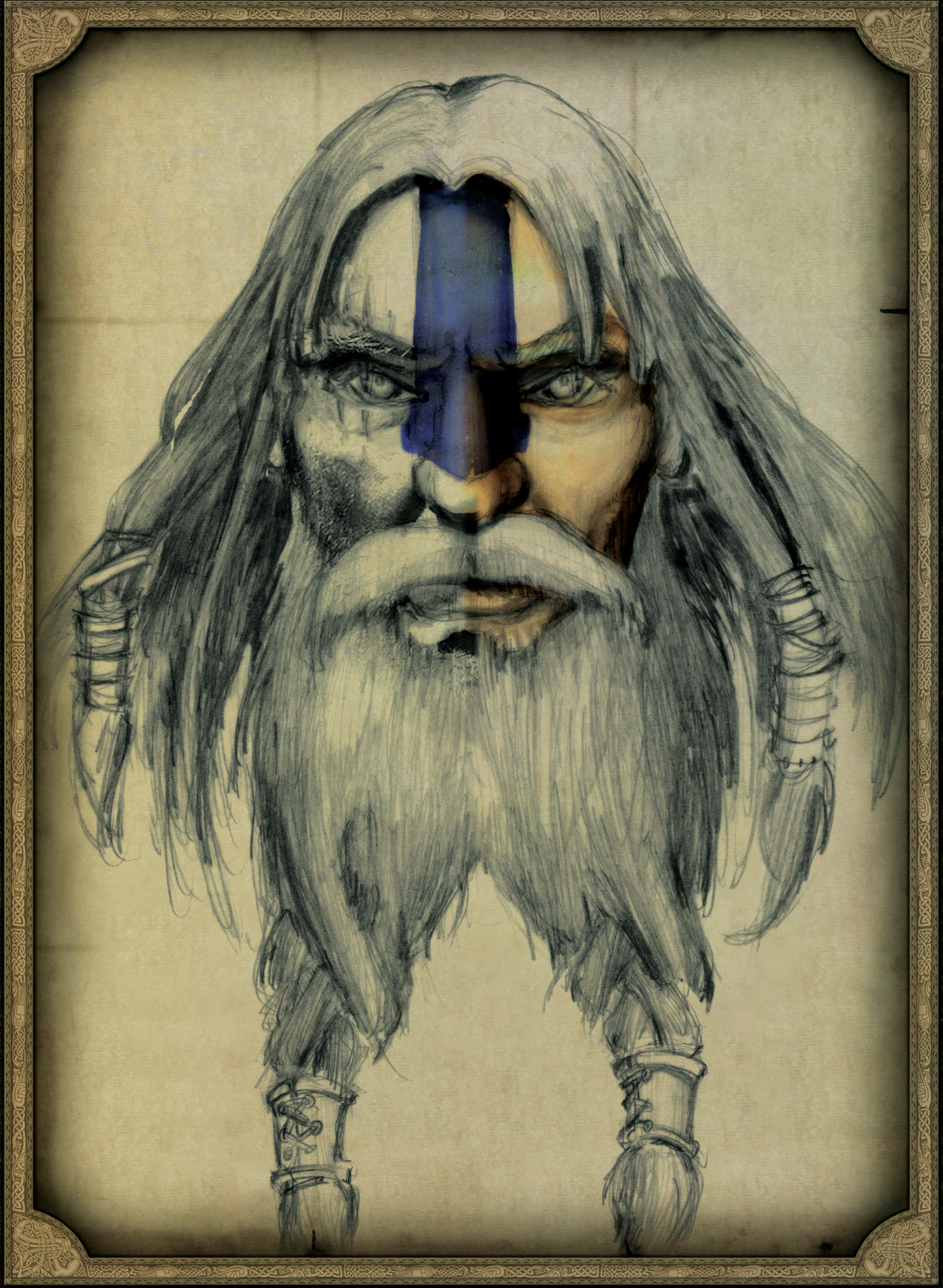
2
3
2
600
2
2
2
2
4.00

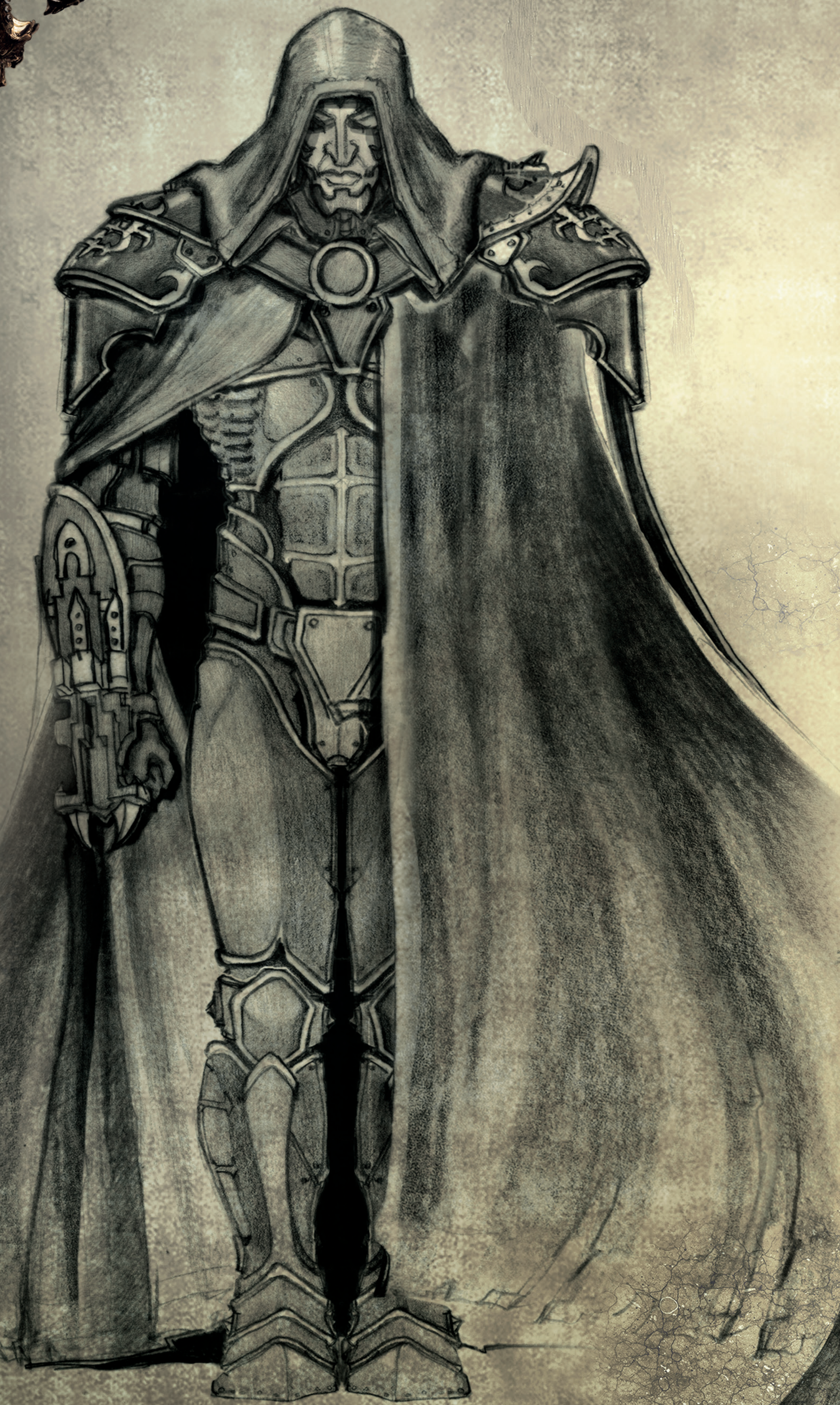
LOCATIONS

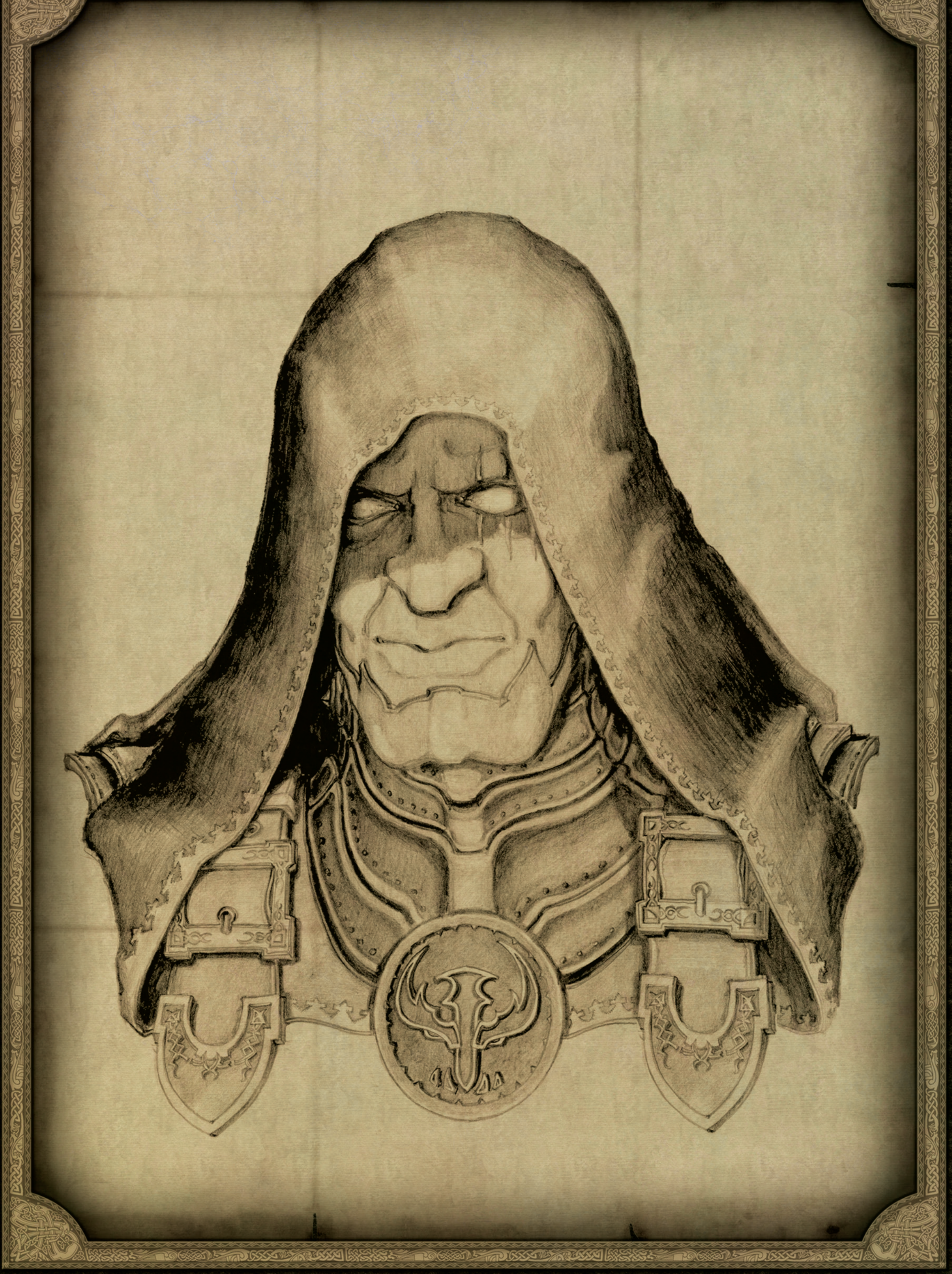


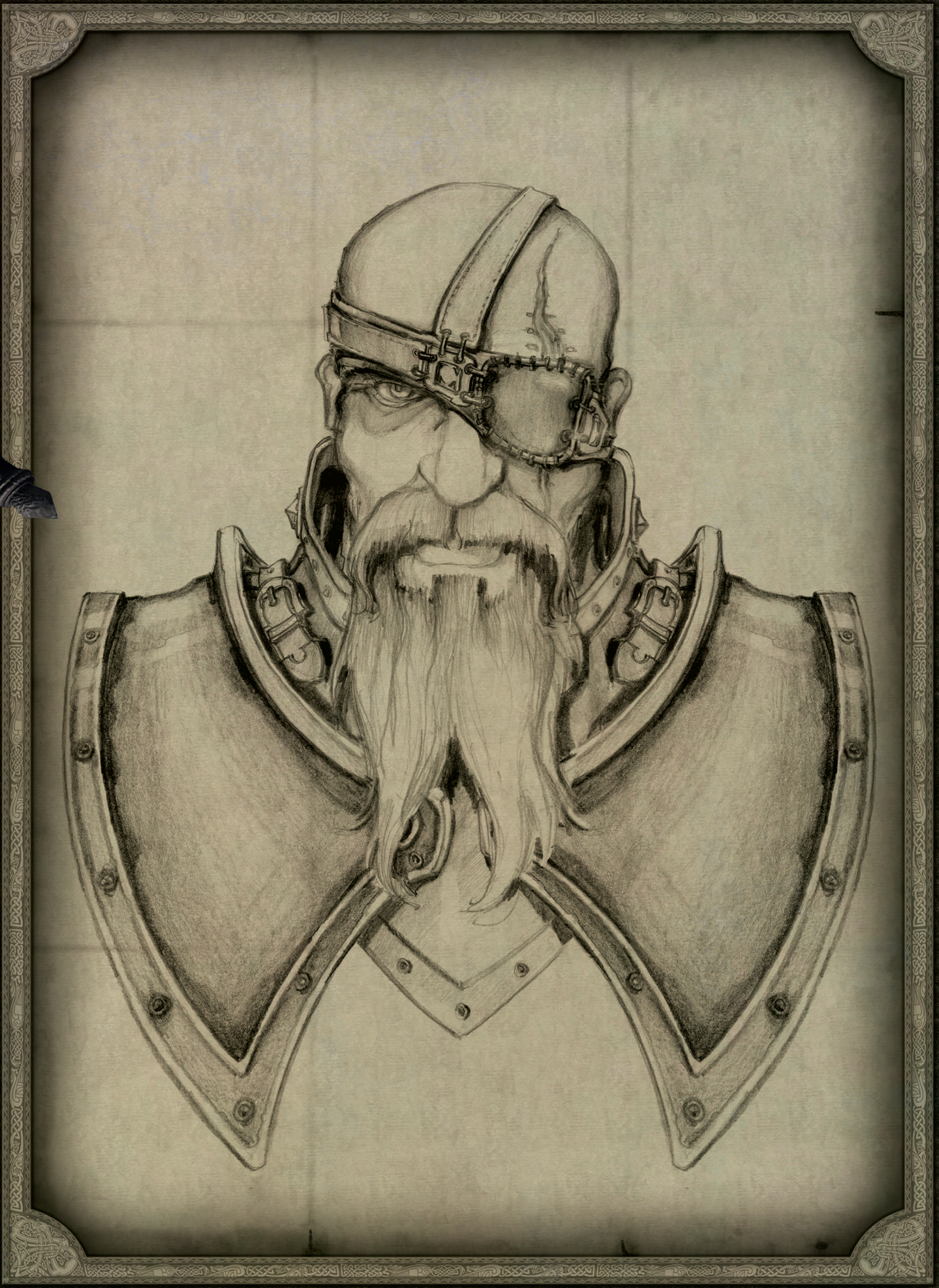


NPCs of Antaloor

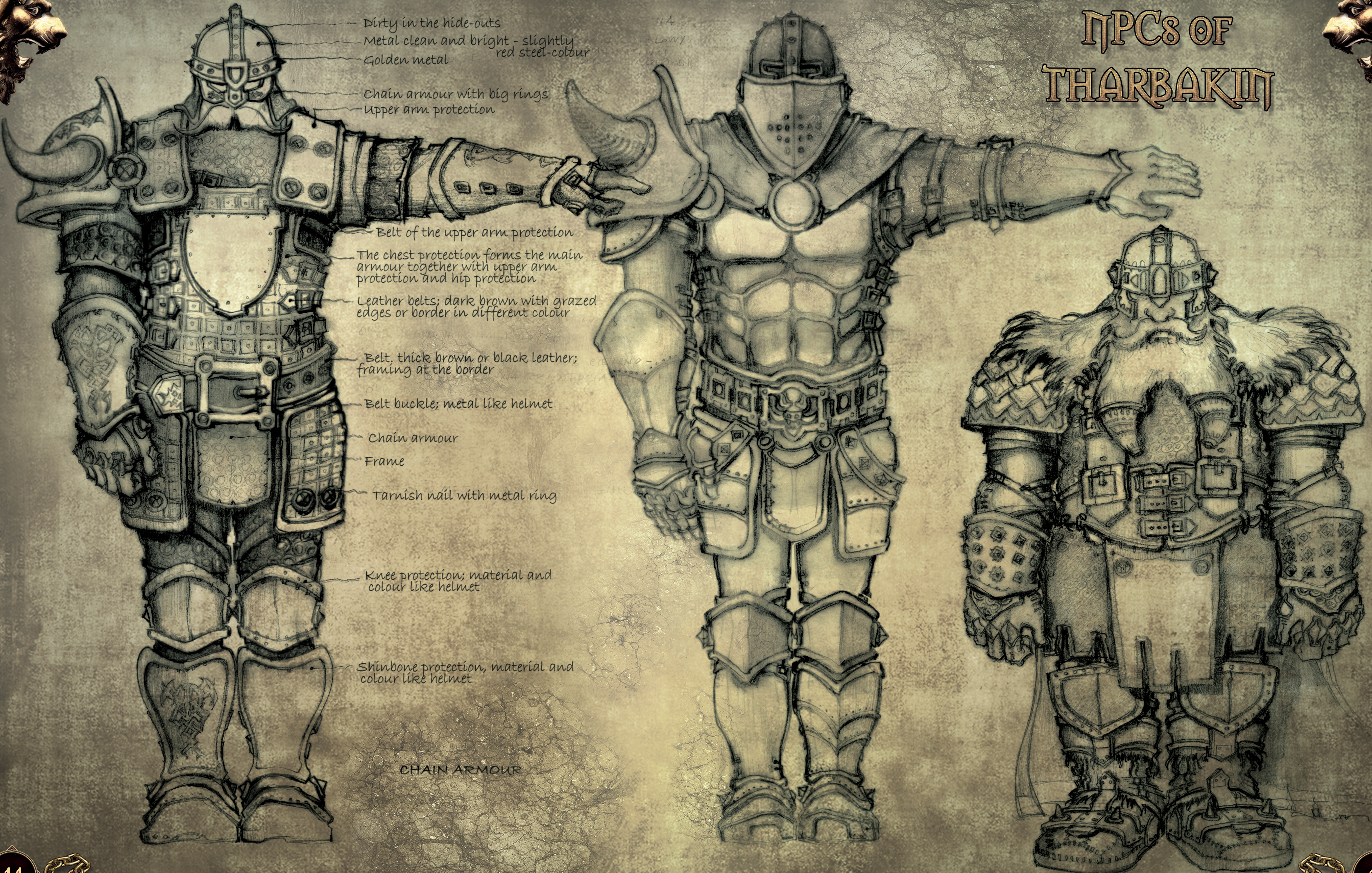


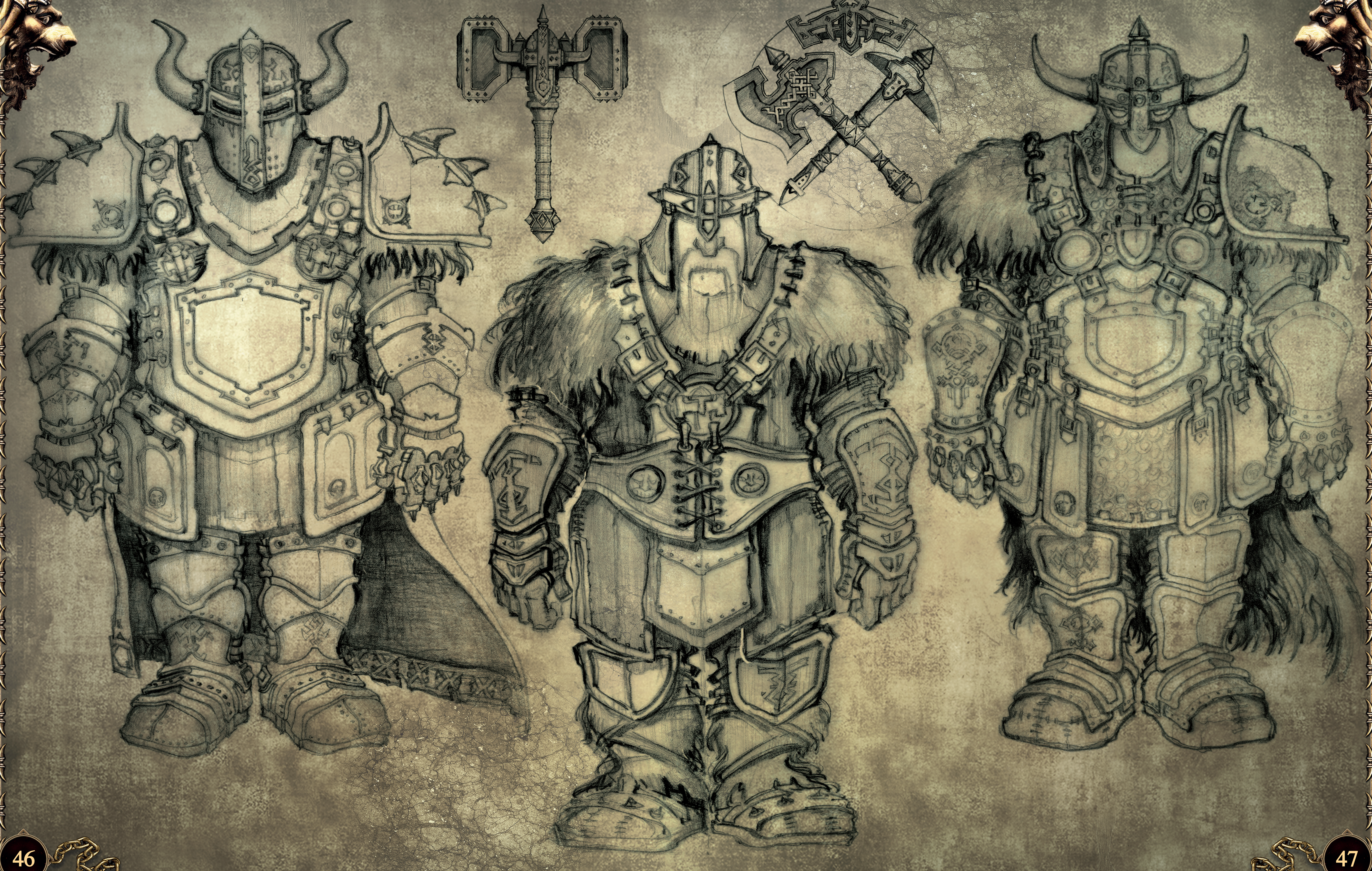


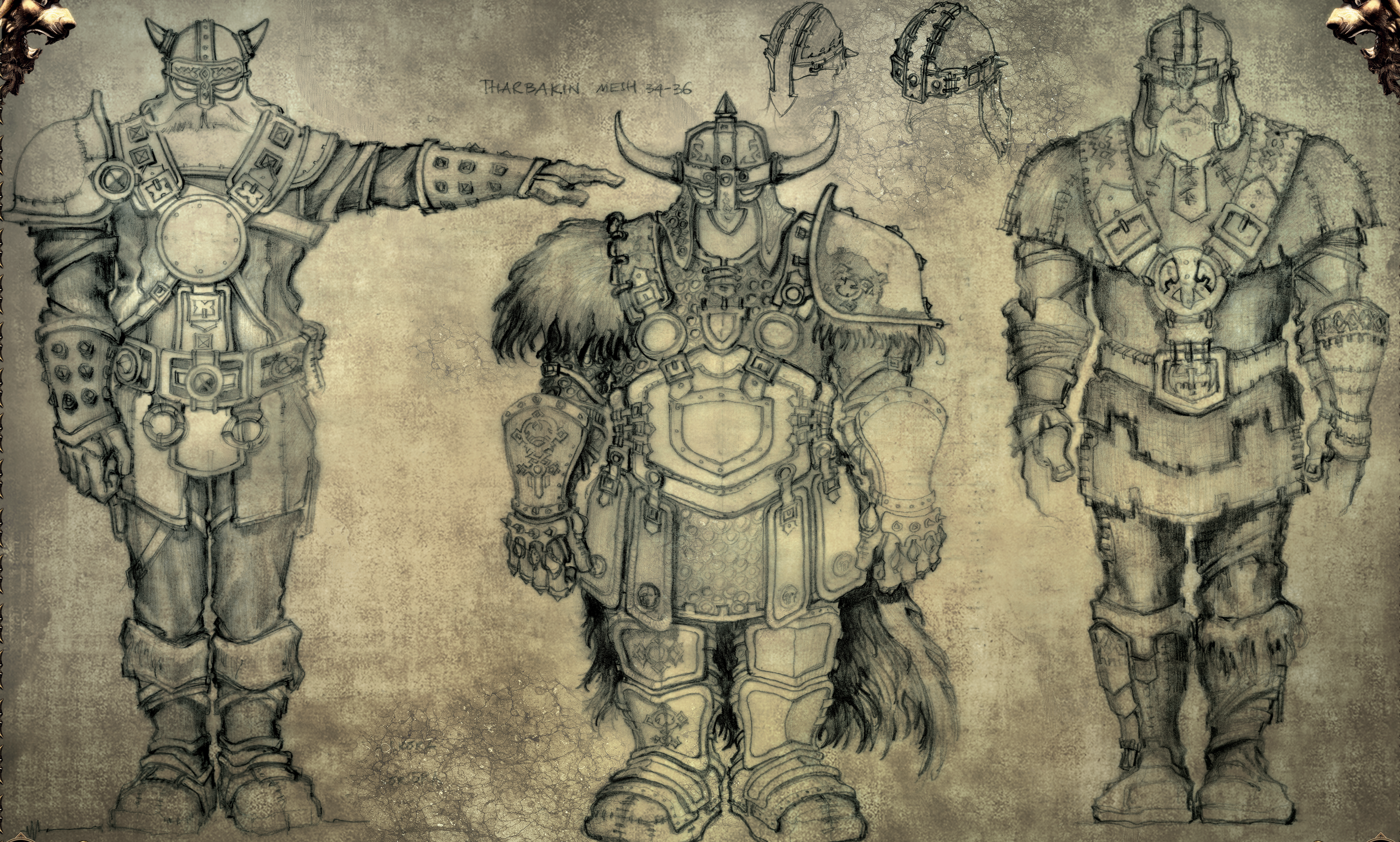




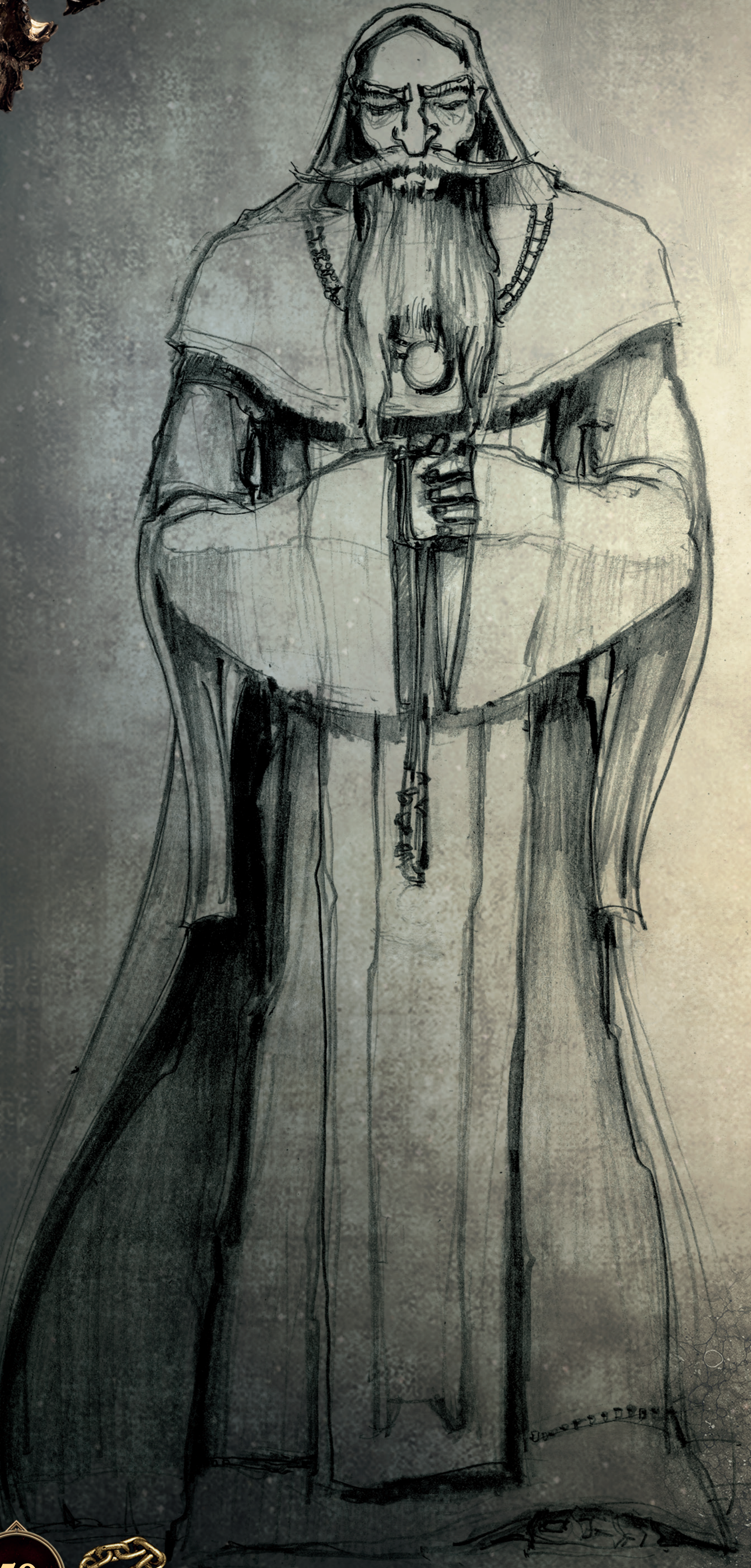
NPCs OF THARBAKIN

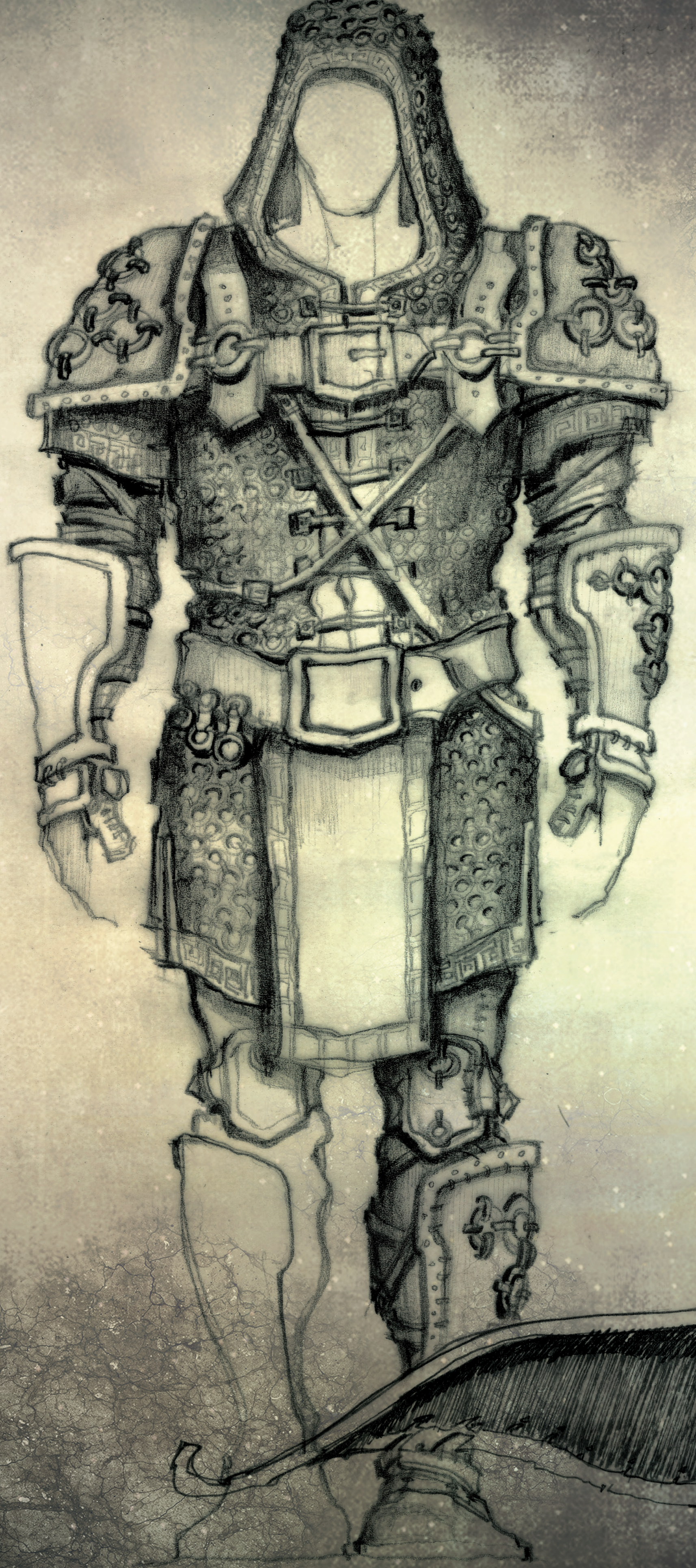

Dirty in the hide-outs
Metal clean and bright - slightly red steel-colour
Golden metal
Chain armour with big rings
Upper arm protection
Belt of the upper arm protection
The chest protection forms the main armour together with upper arm protection and hip protection
Leather belts; dark brown with grazed edges or border in different colour
Belt, thick brown or black leather; framing at the border
Belt buckle; metal like helmet
Chain armour
Frame
Tarnish nail with metal ring
Knee protection; material and colour like helmet
Shinbone protection, material and colour like helmet
CHAIN ARMOUR

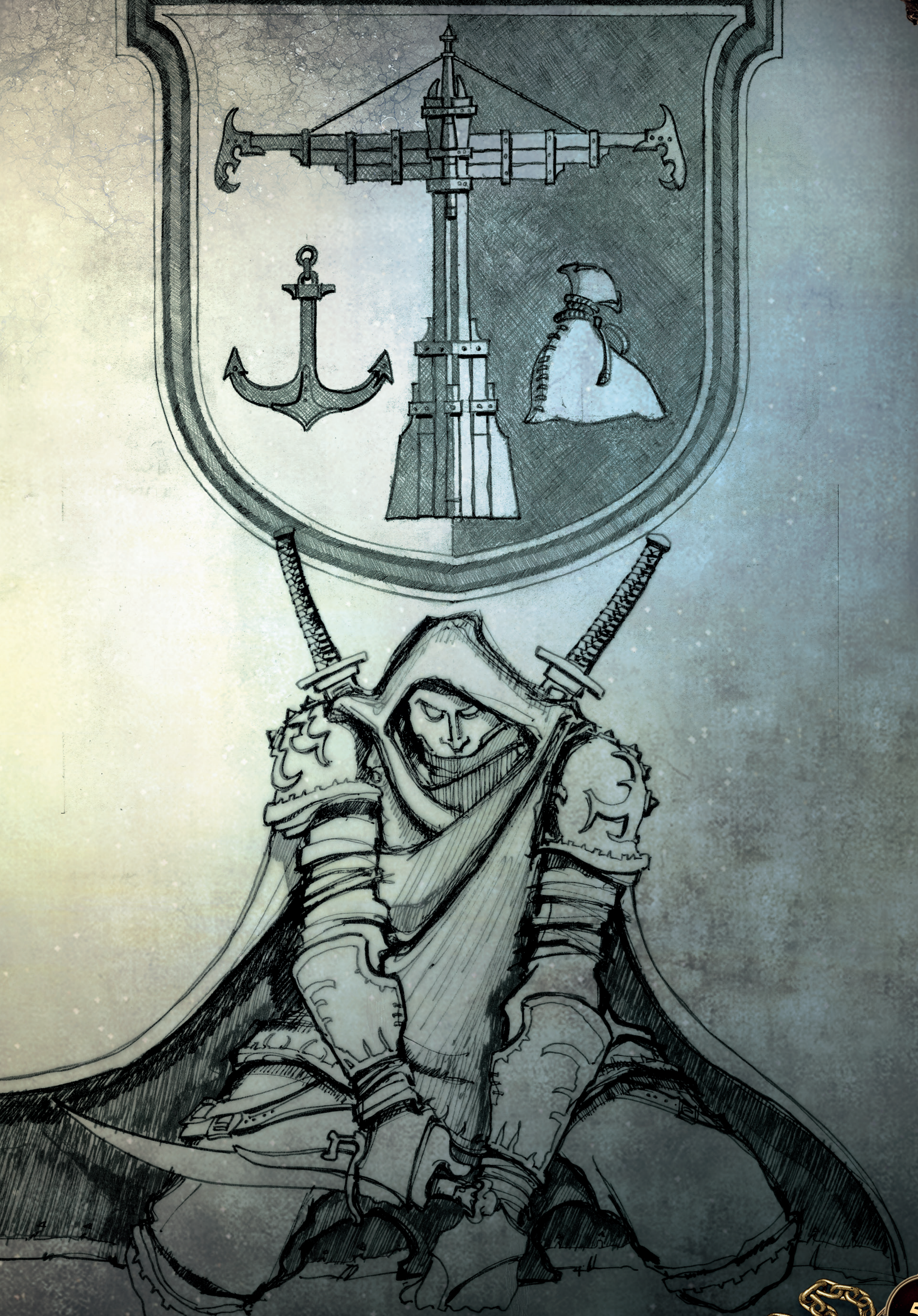


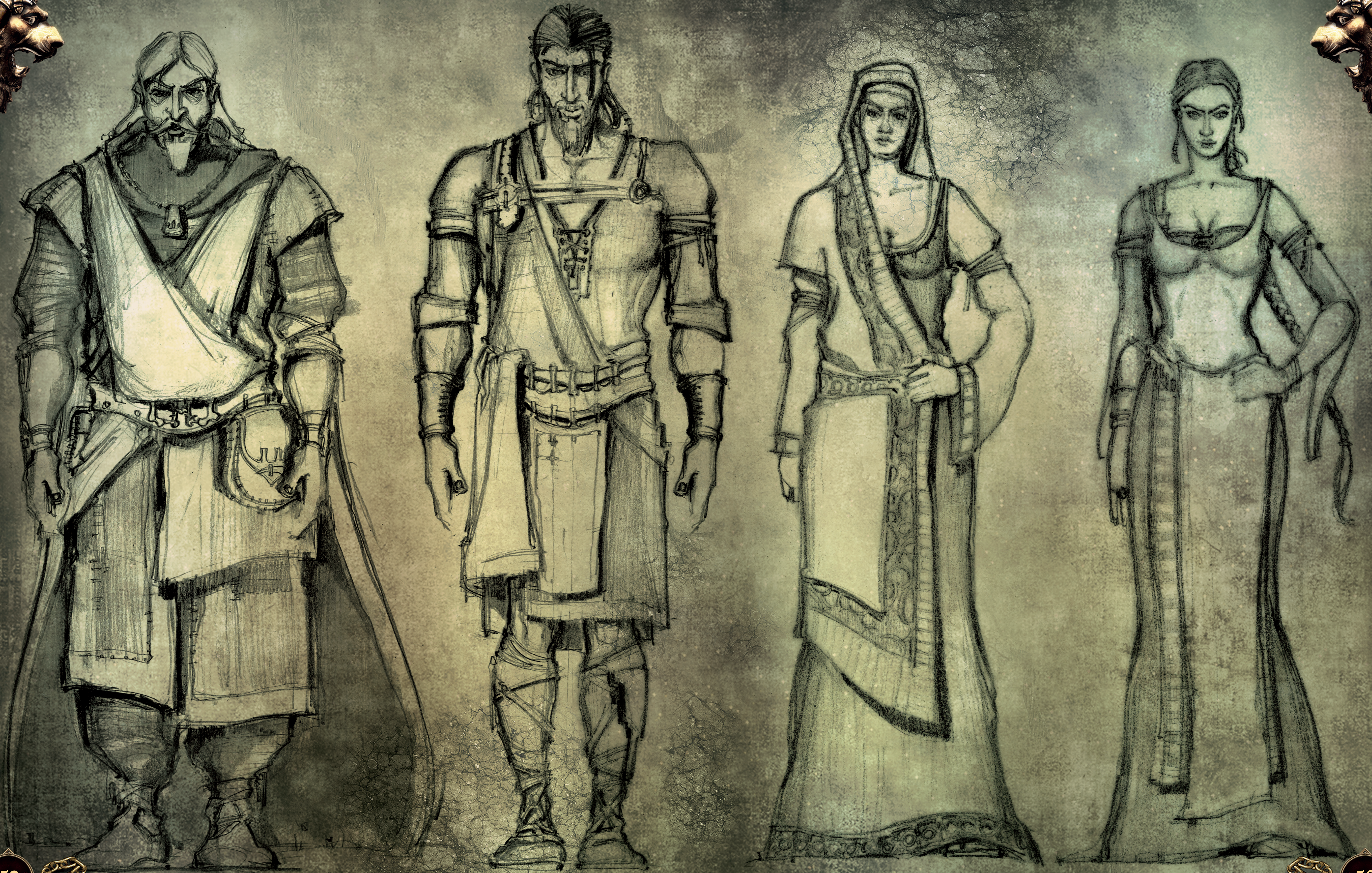

THARBAKIN MESH 34-36

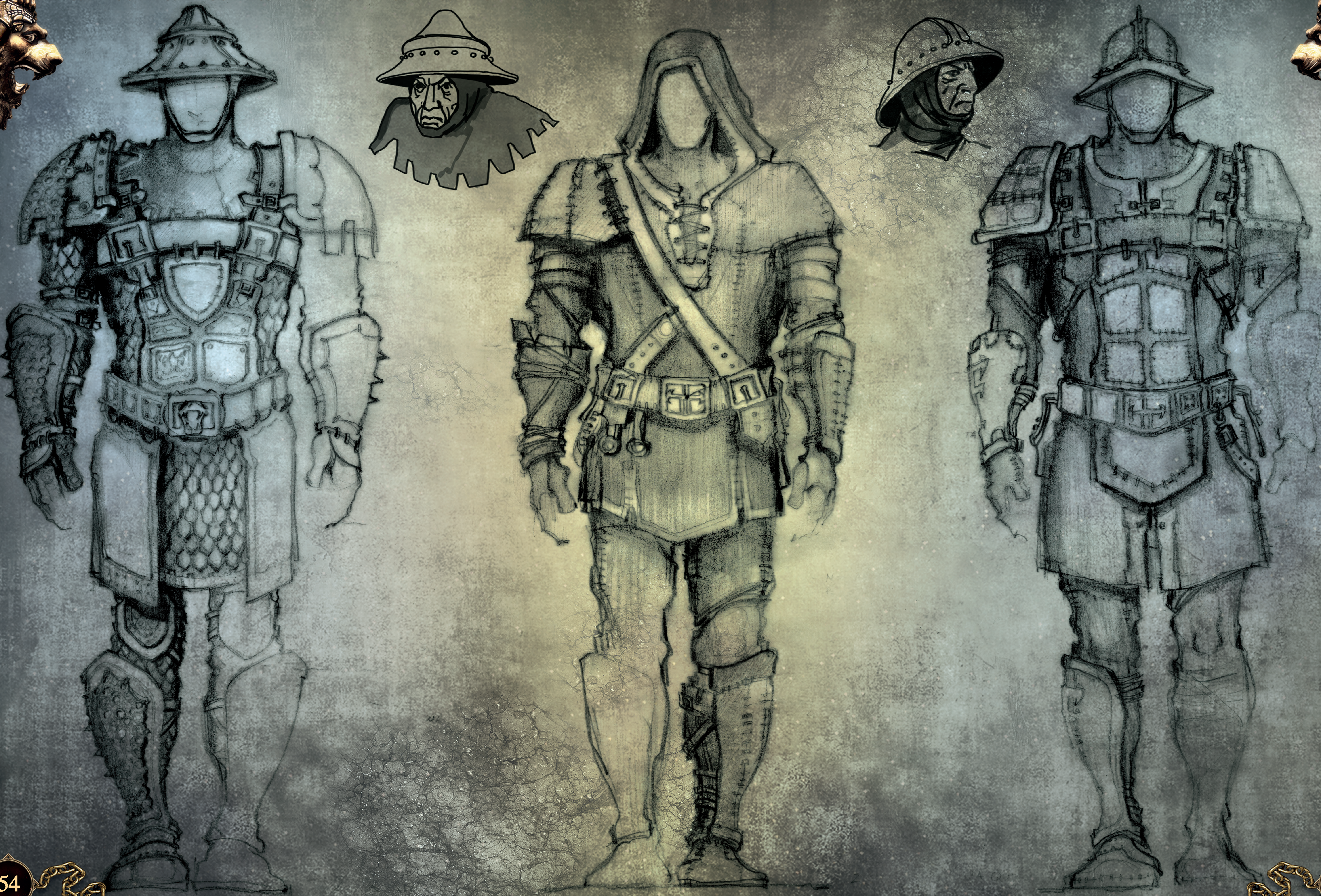
NPCs of QUDINAR



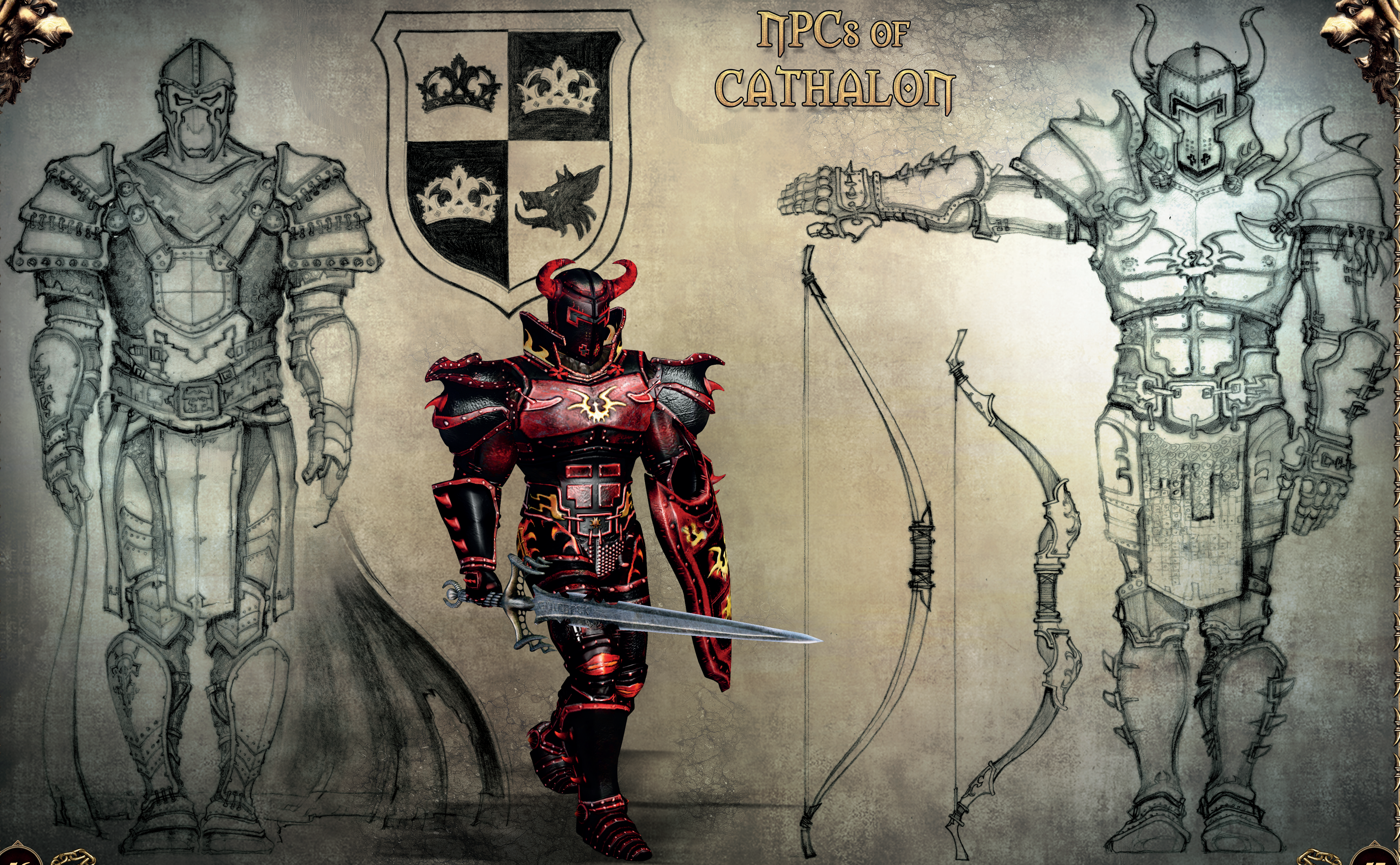


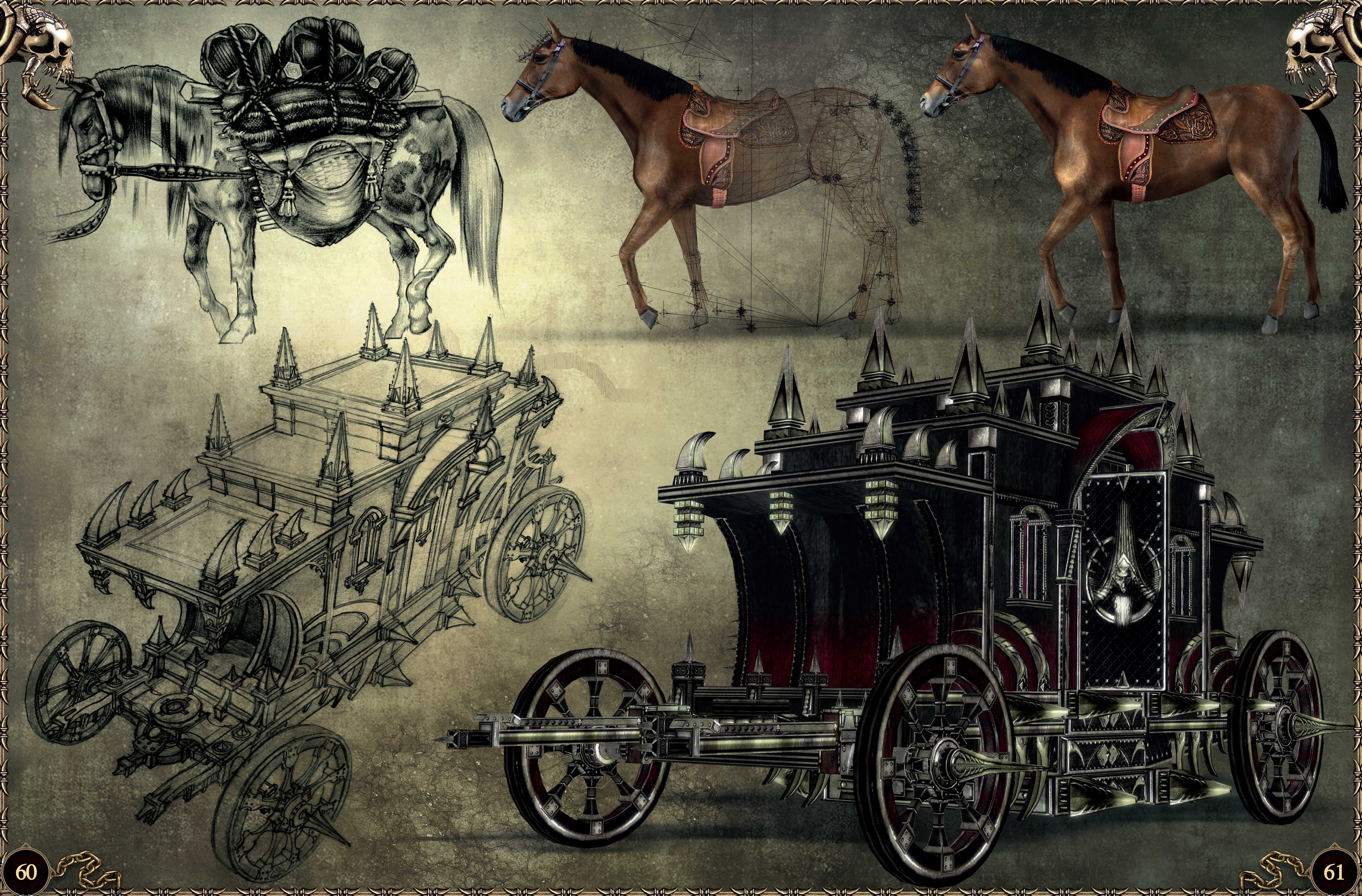




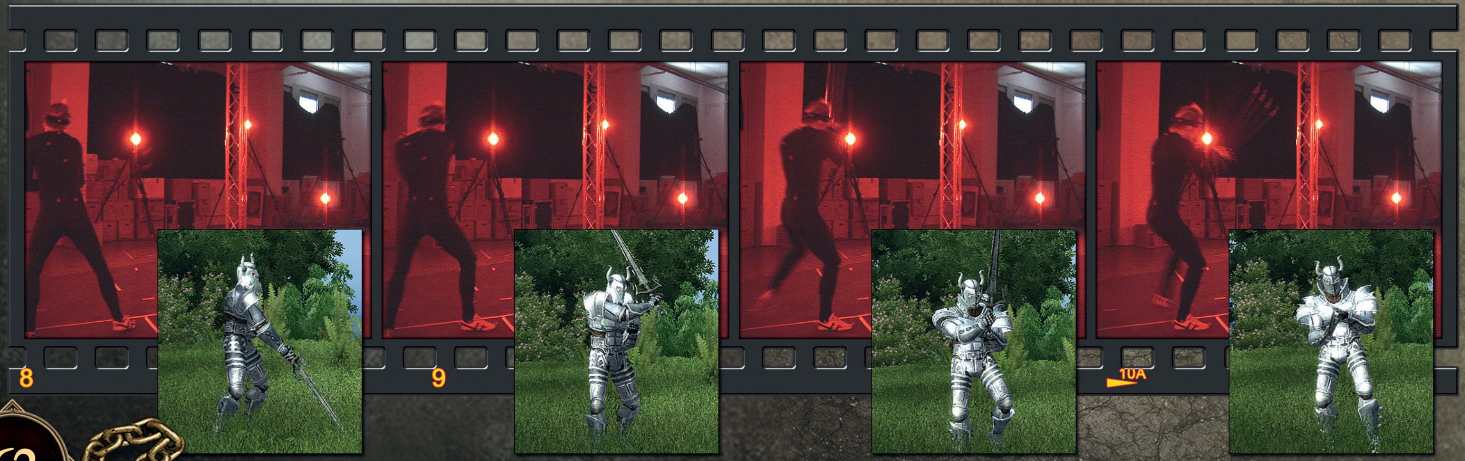


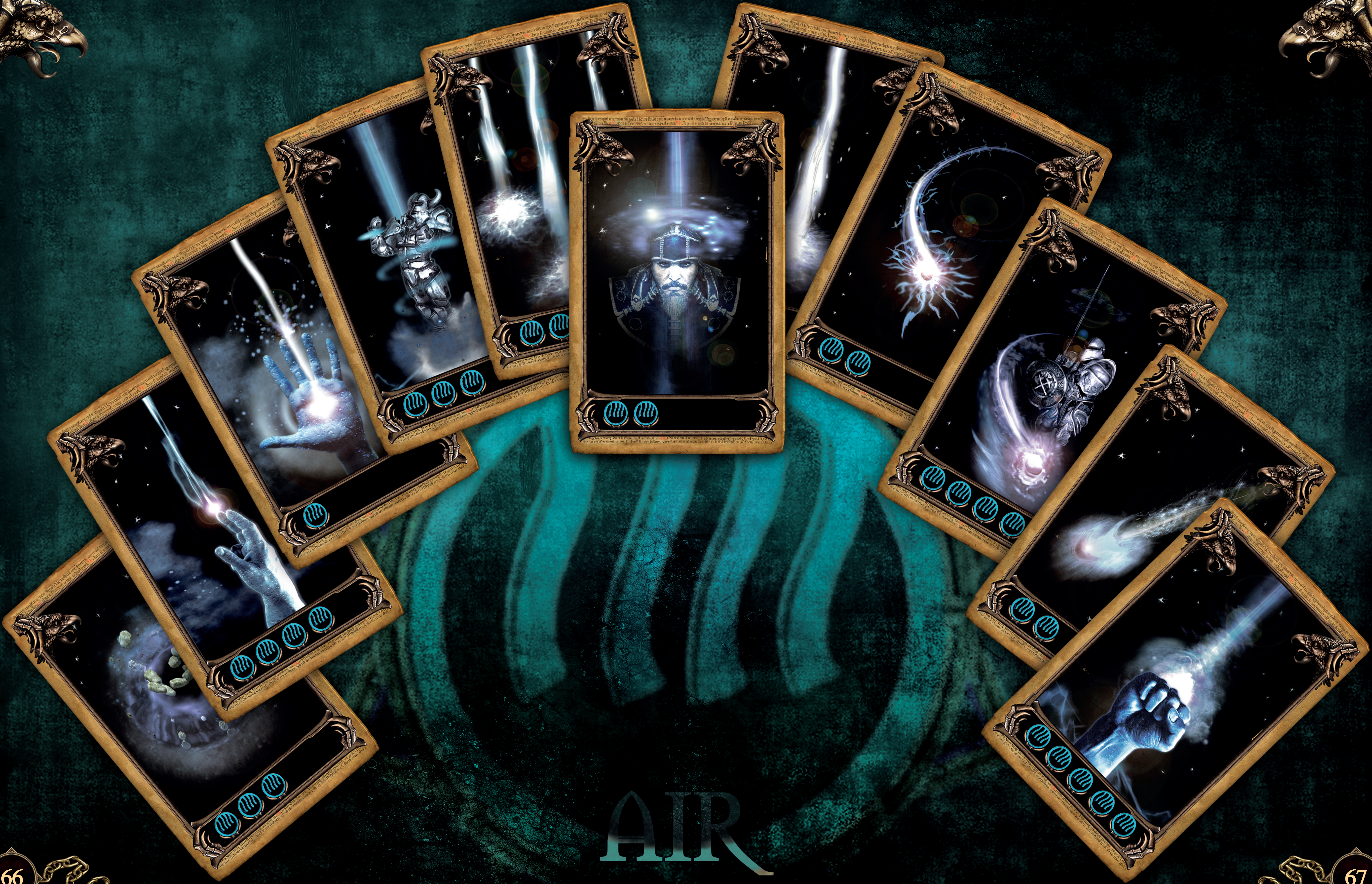
NPCs OF CATHALON



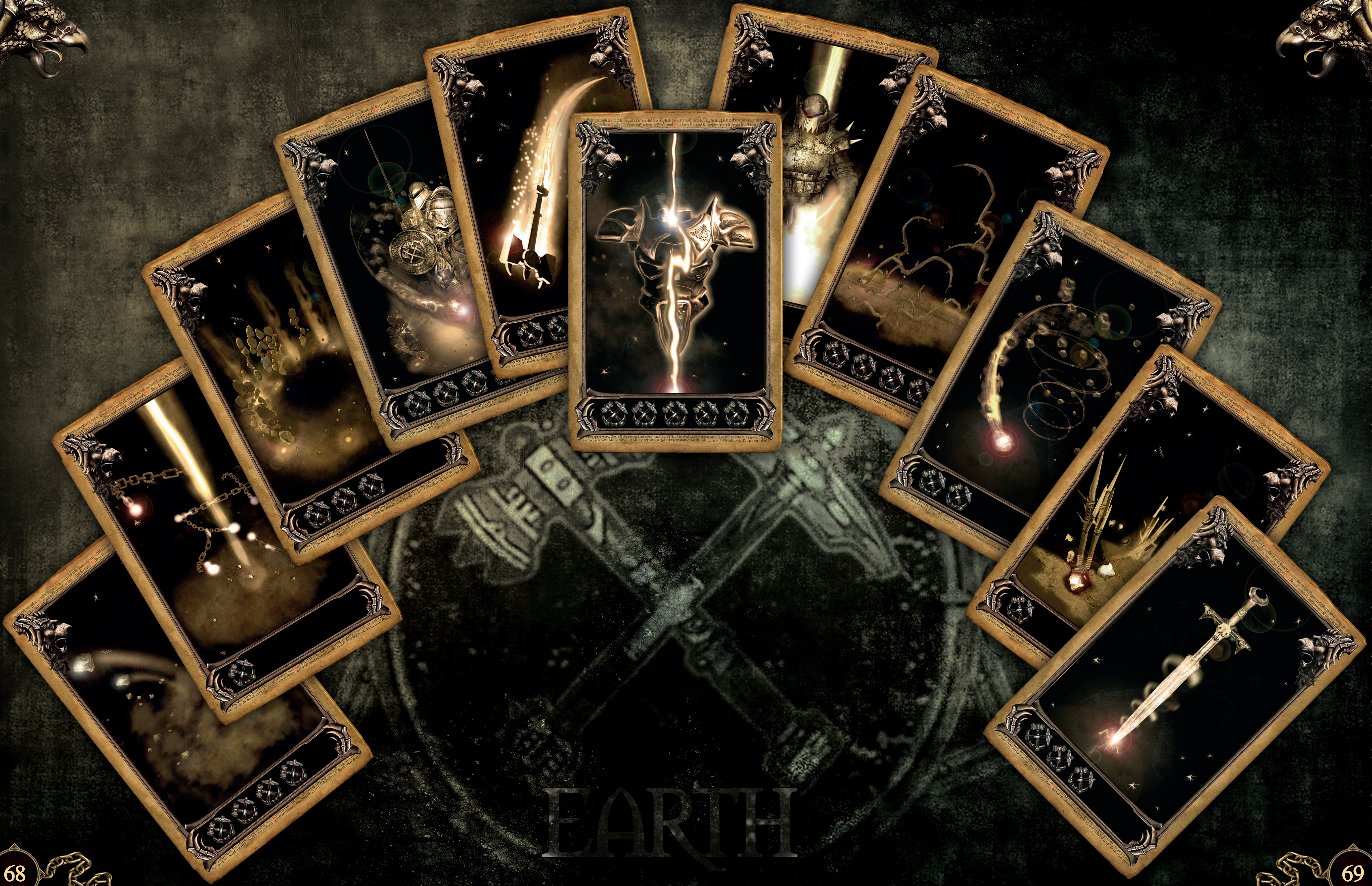


MoCap in Two Worlds

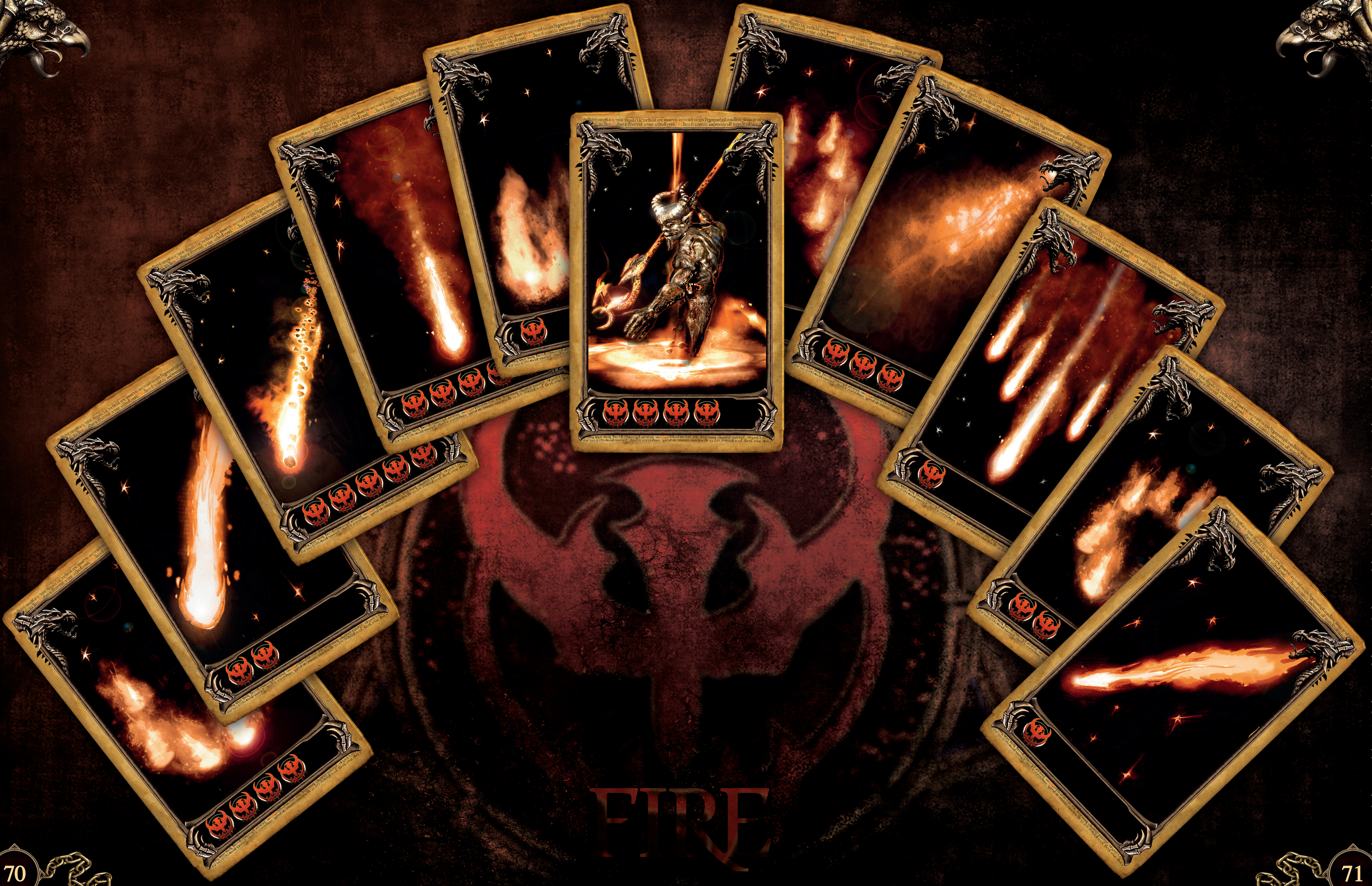




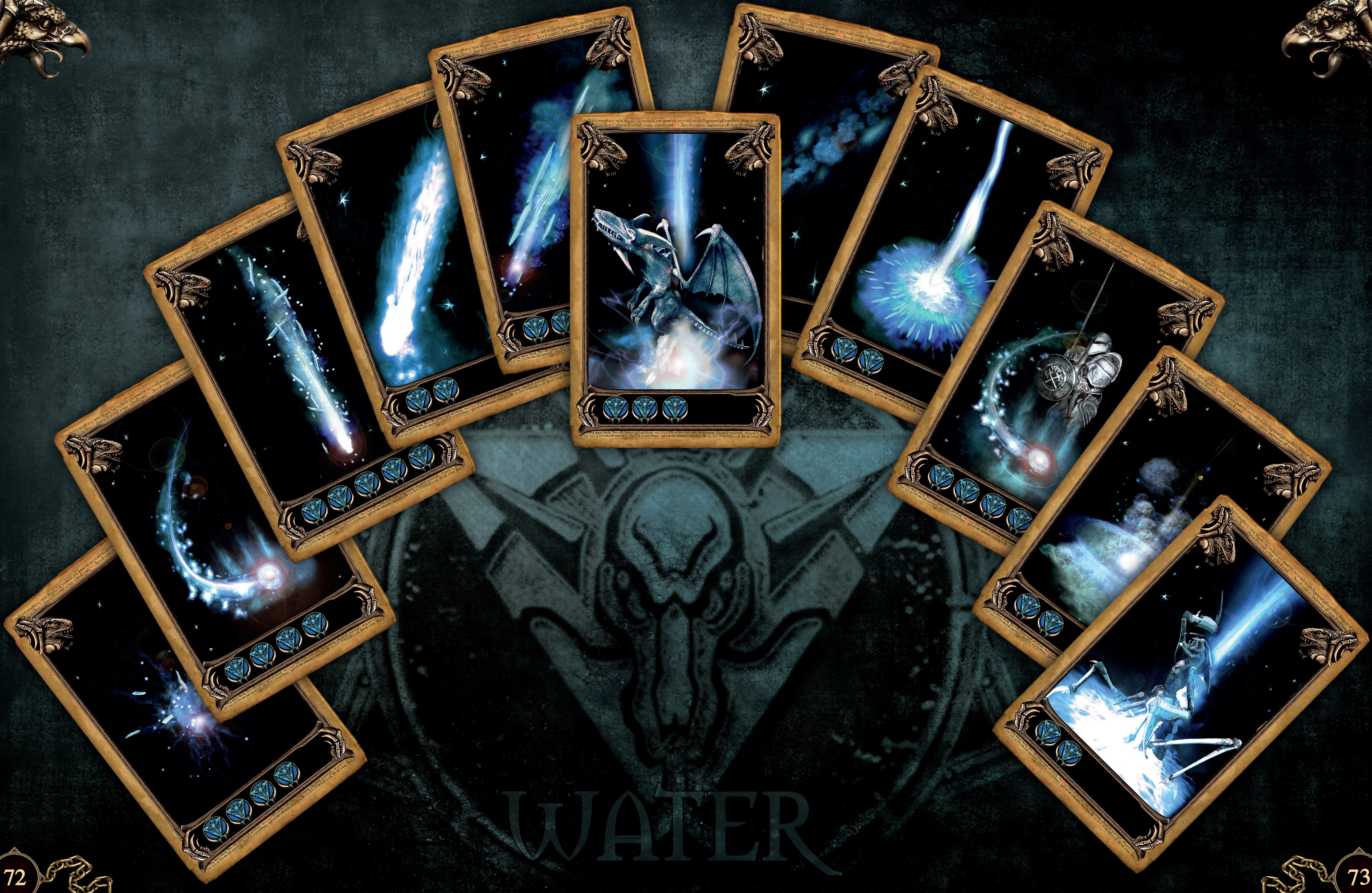
AIR



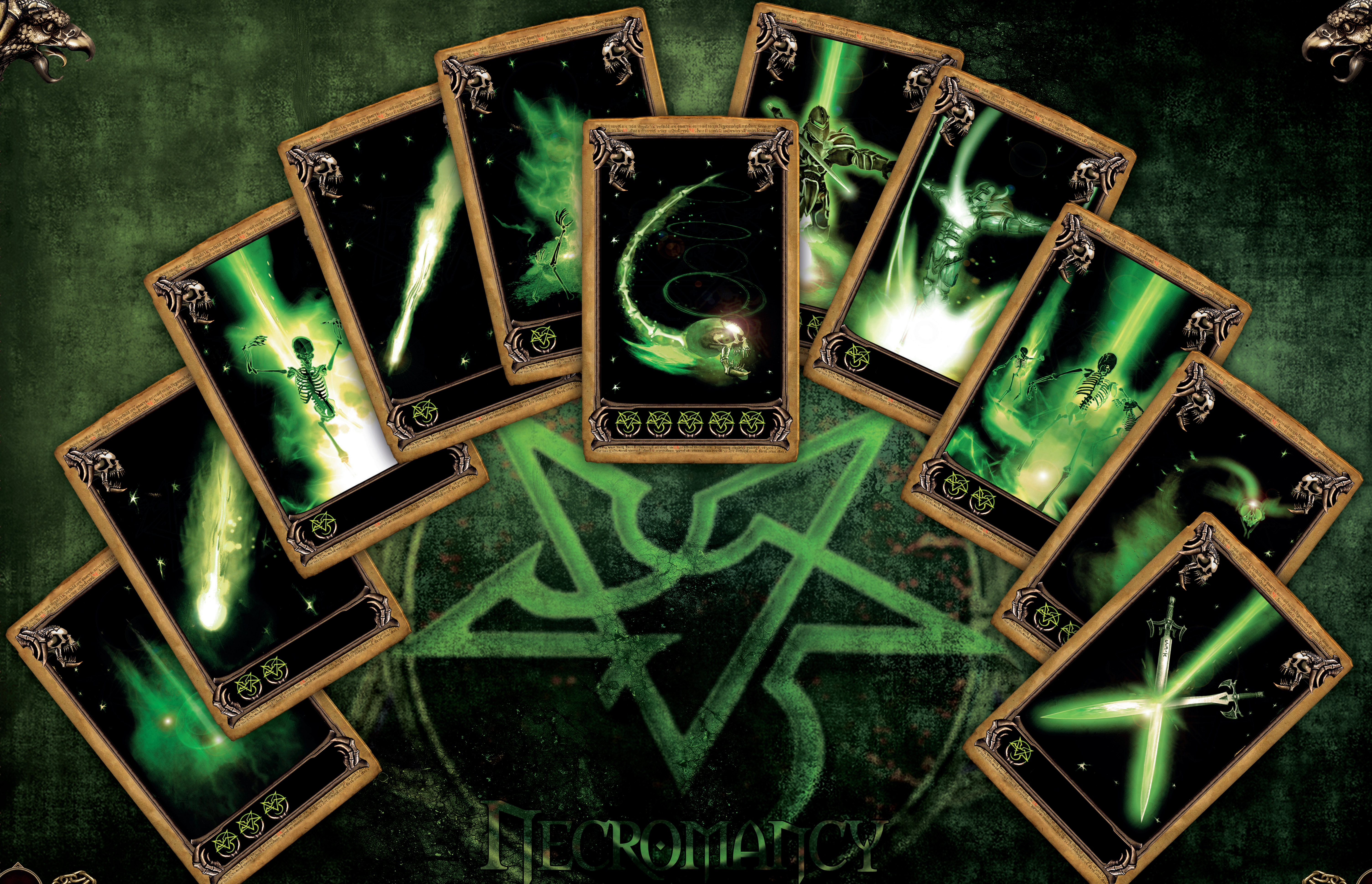
EARTH



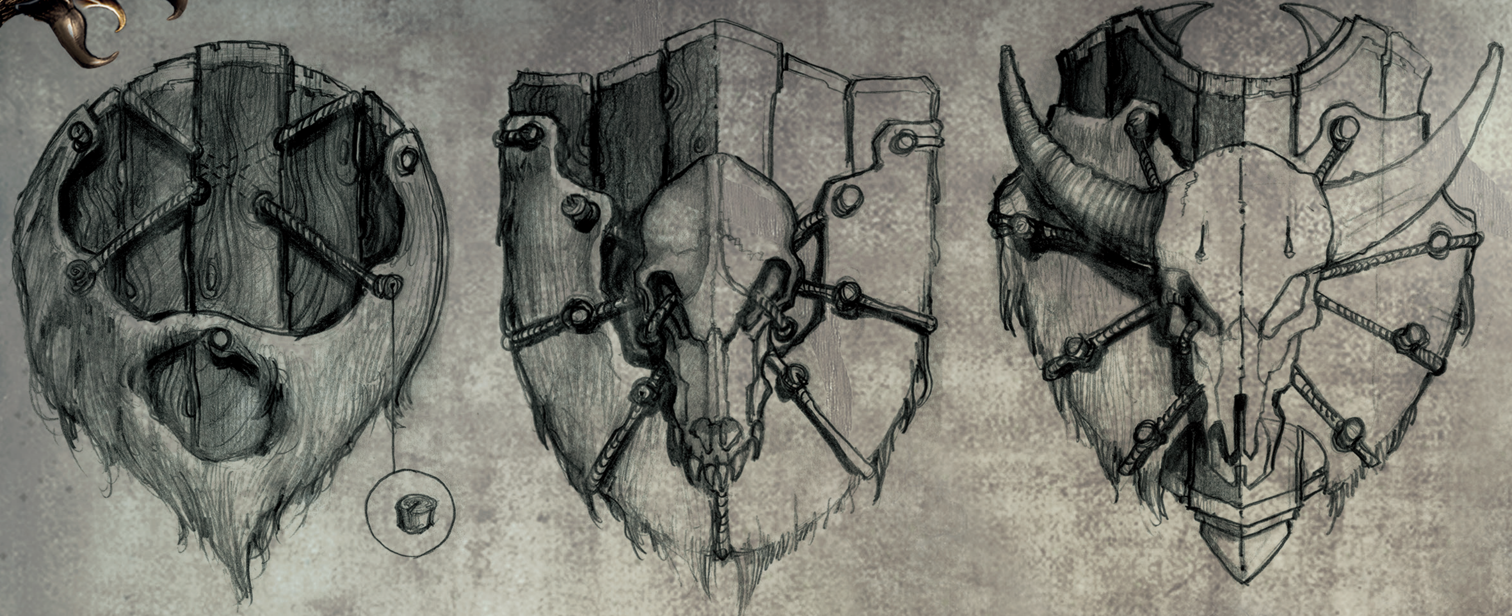
FIRE



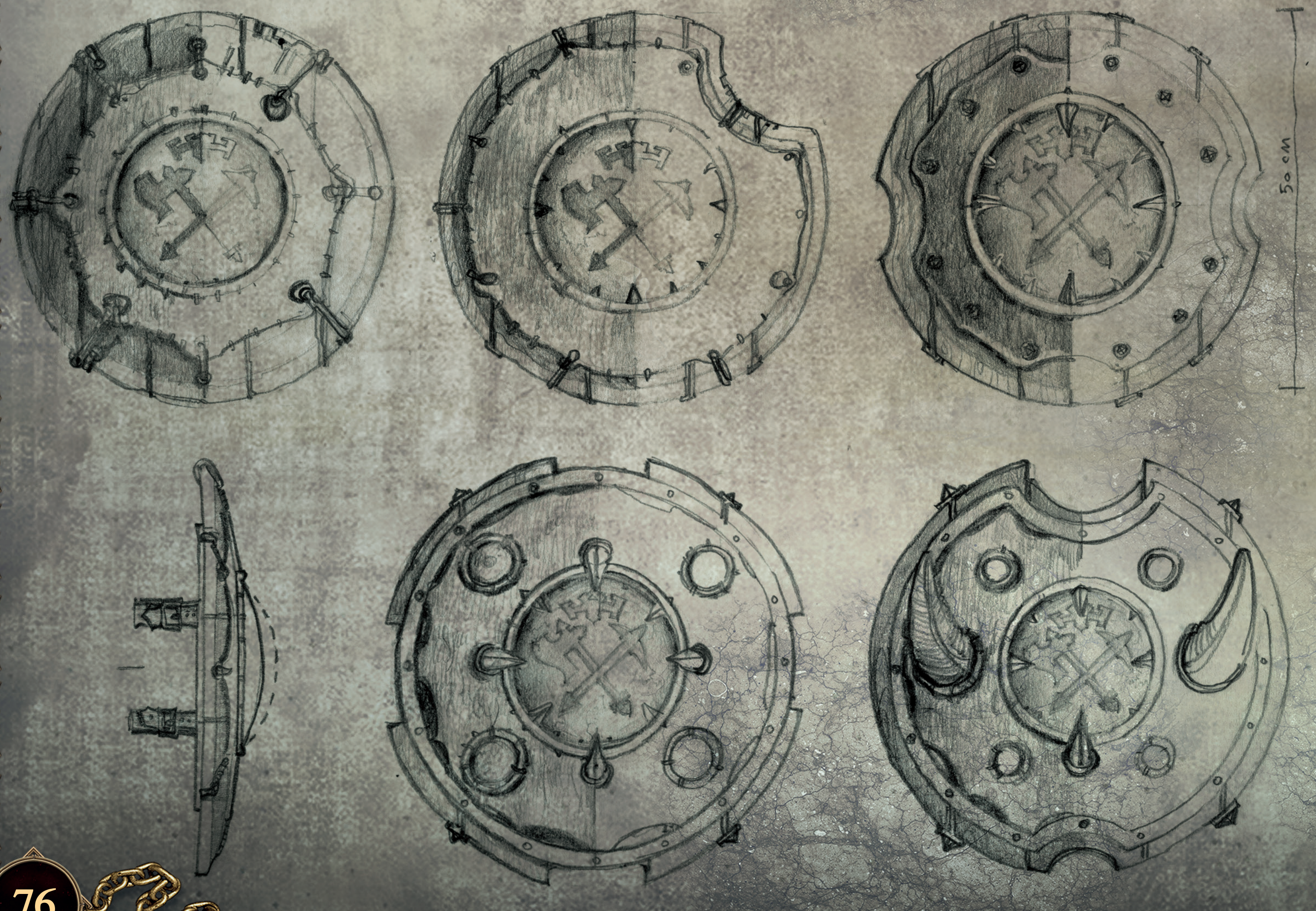
WATER


NECROMANCY

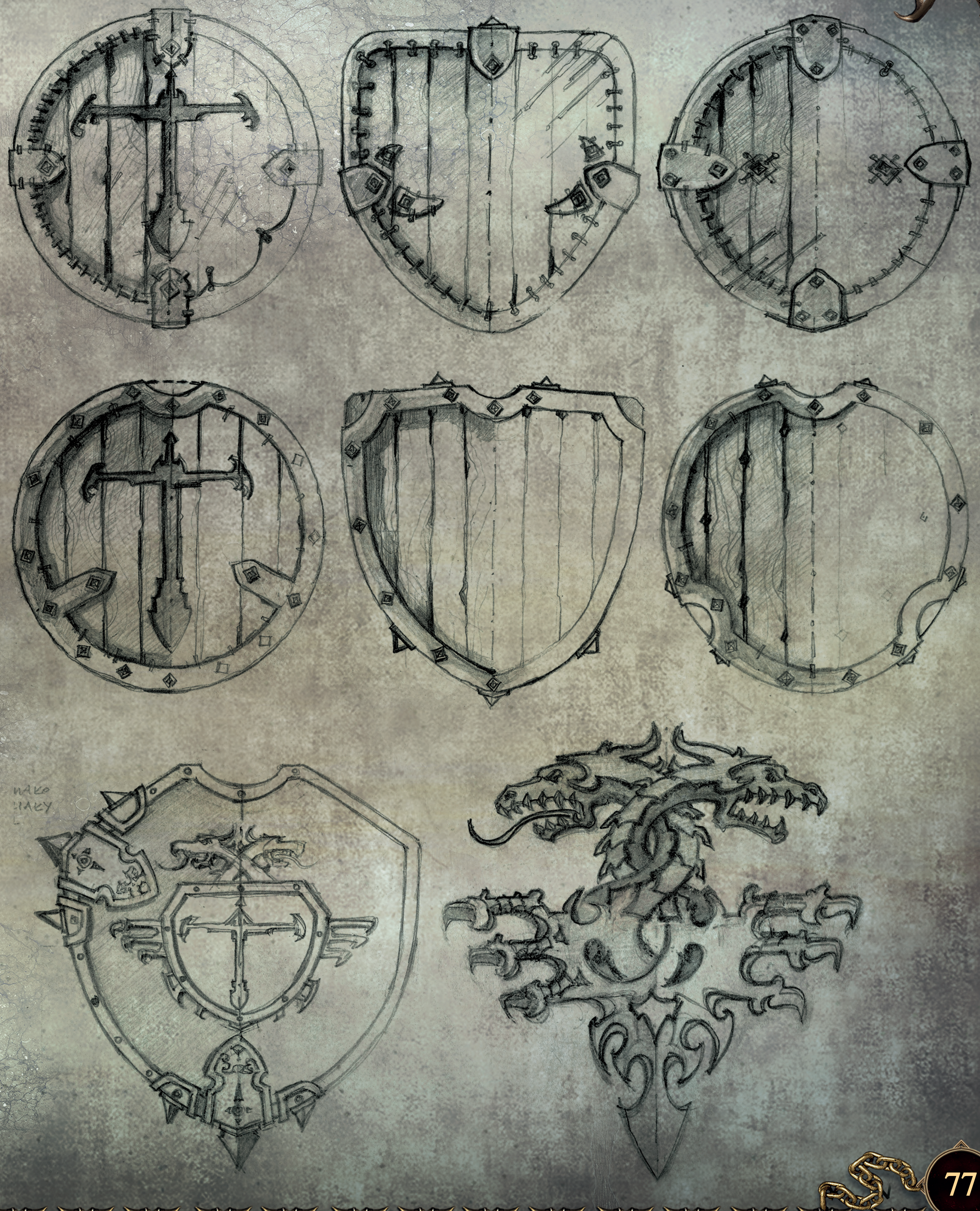
GROM SHIELDS



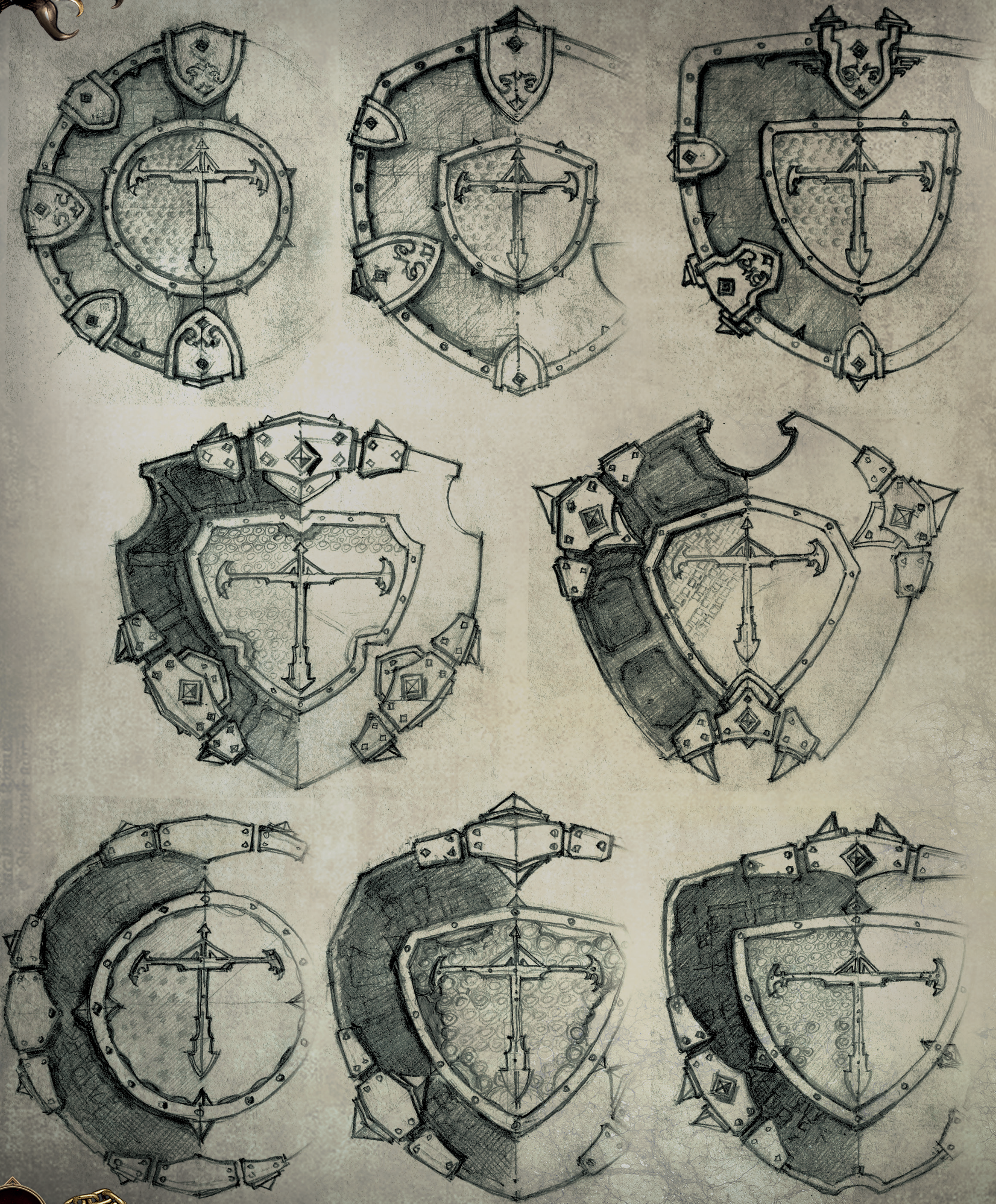
THARBAKIN SHIELDS

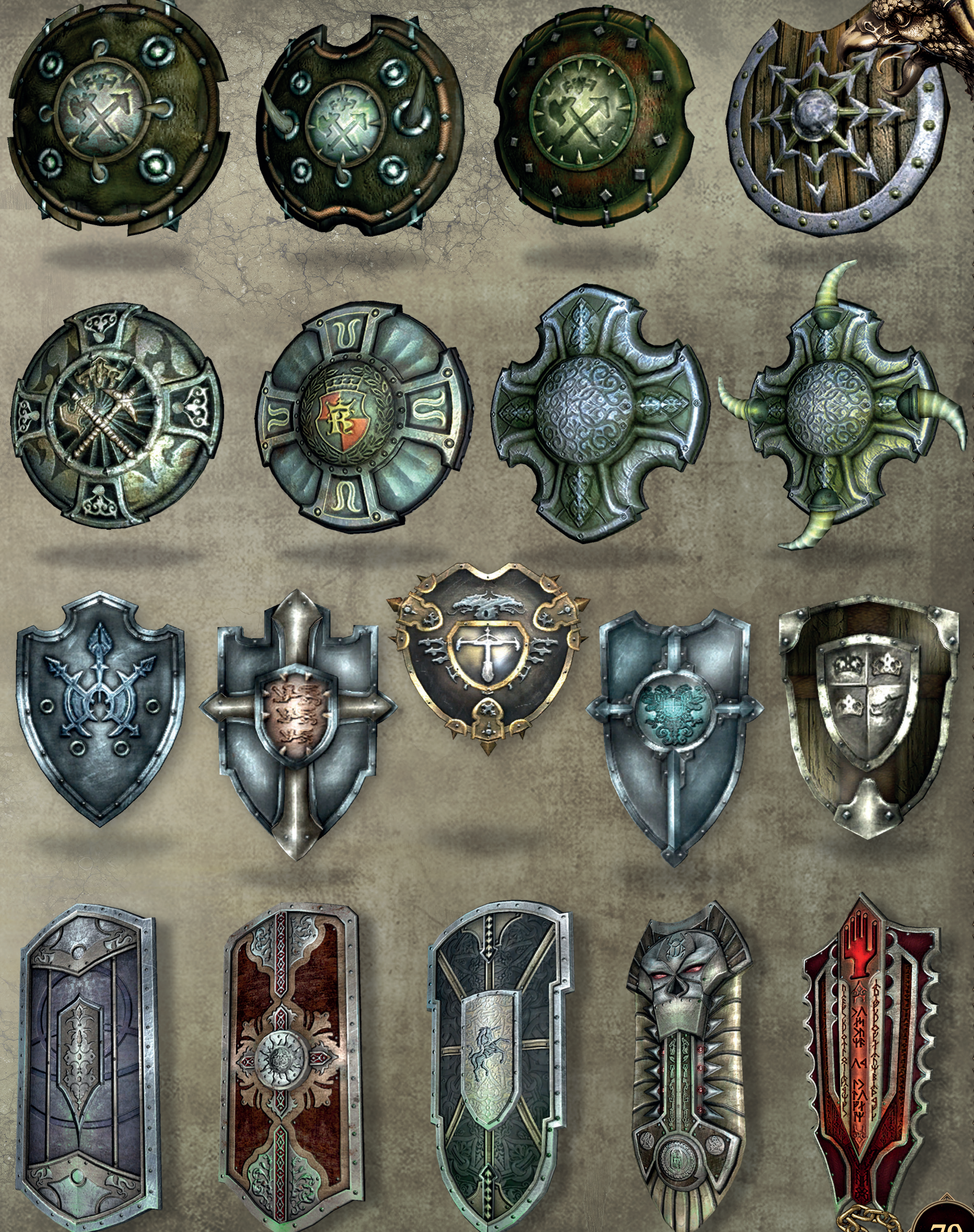


CATHALON SHIELDS

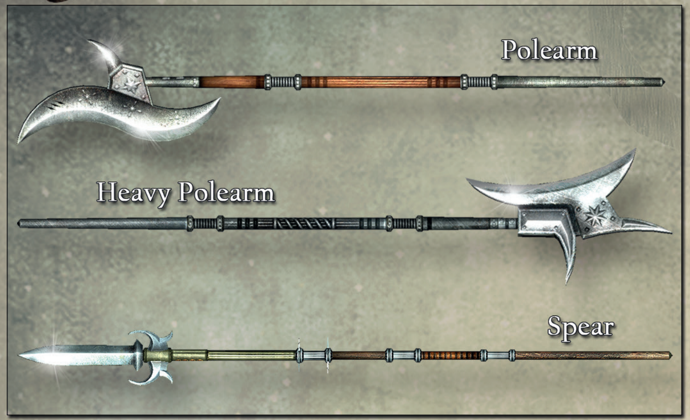


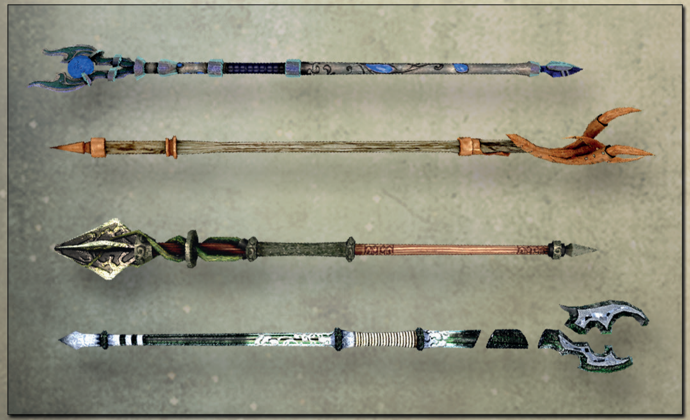
QVDINAR SHIELDS

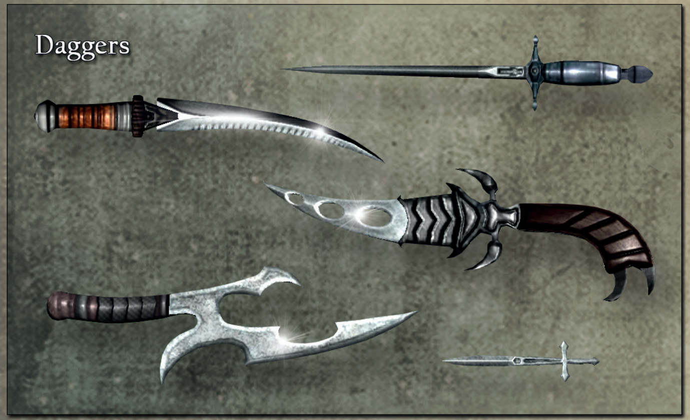


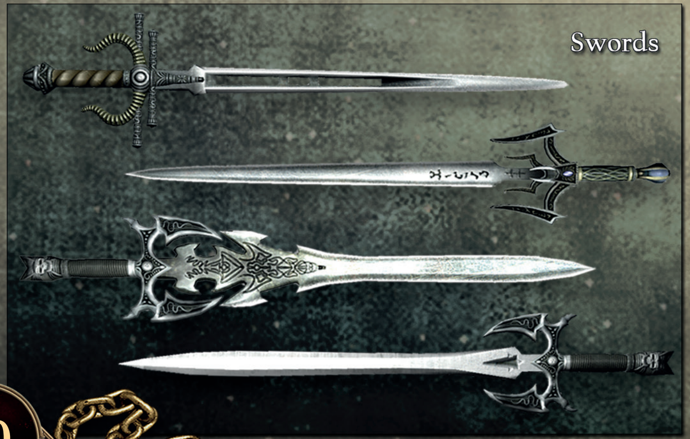


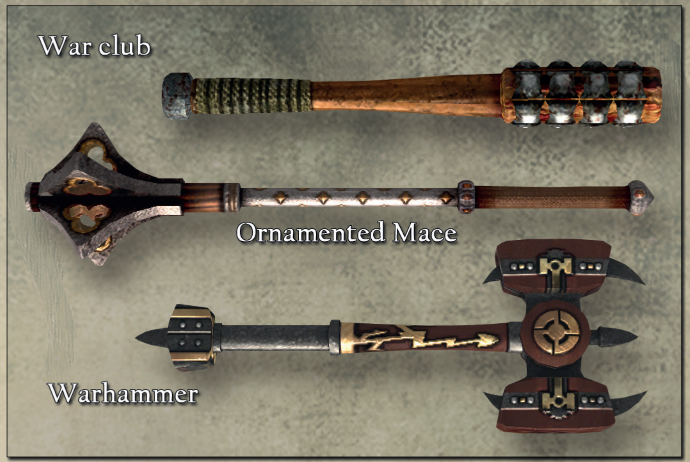
WEAPONS

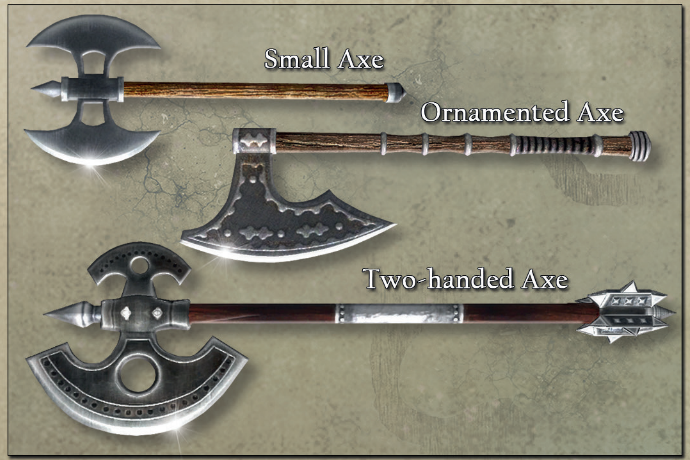

Polearm
Heavy Polearm
Spear

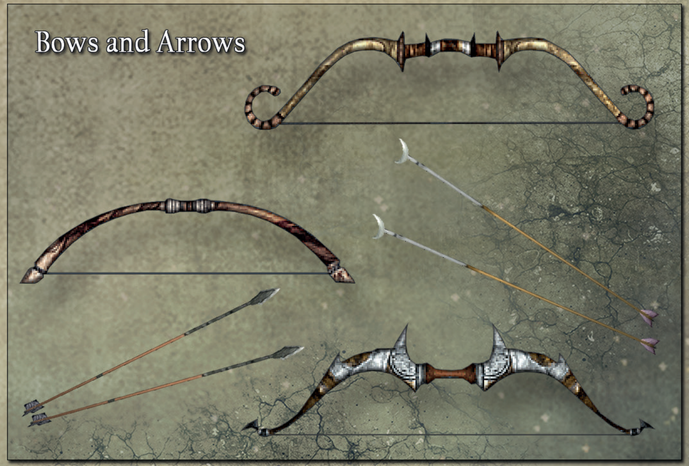


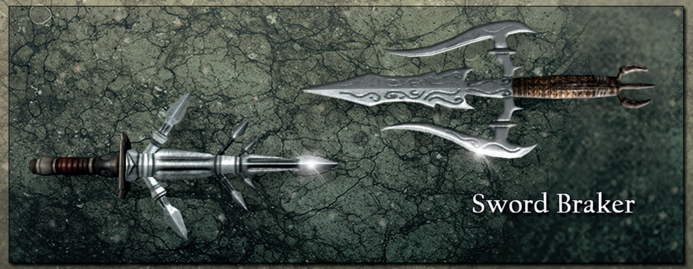

Daggers

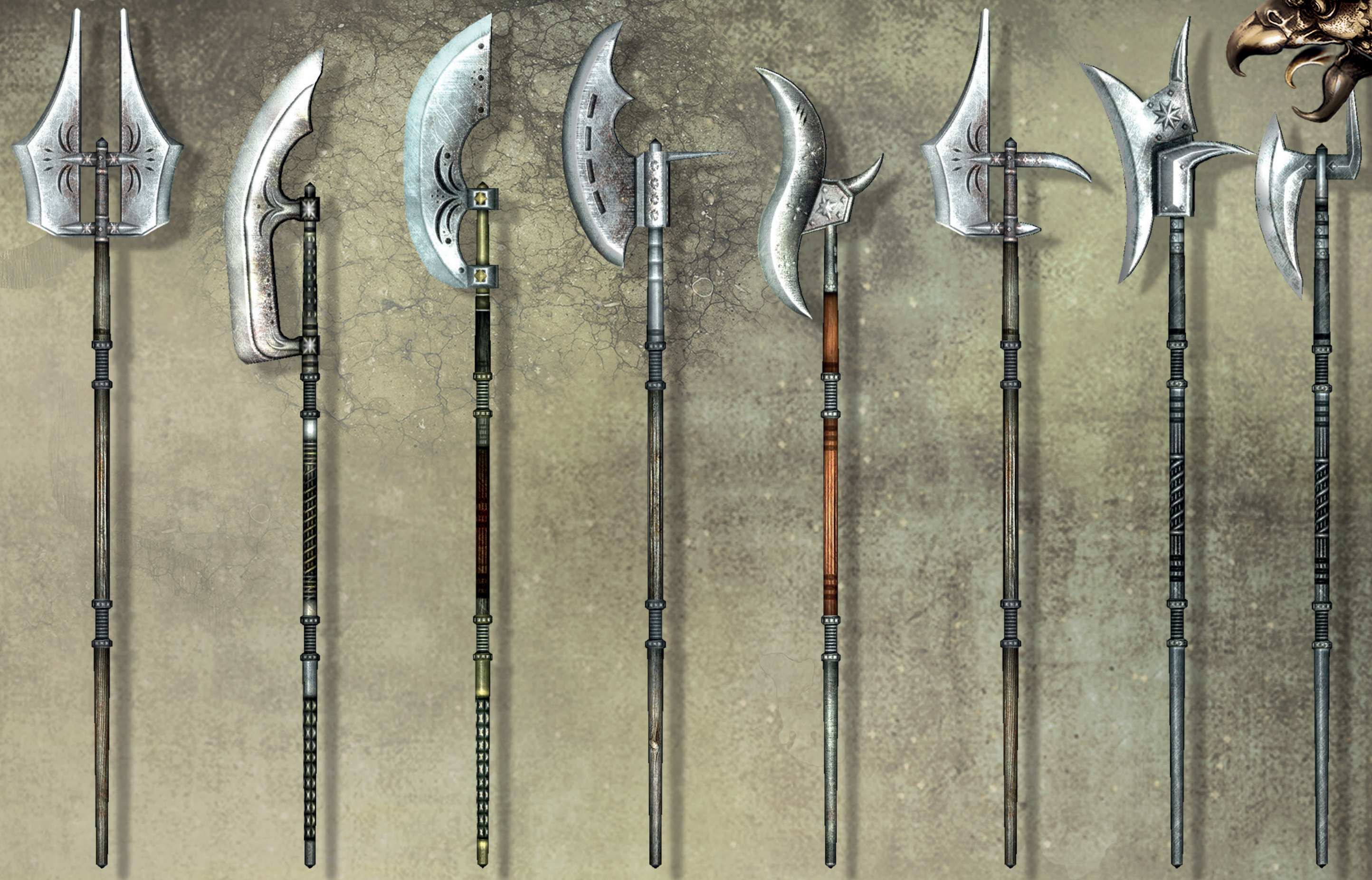

Swords

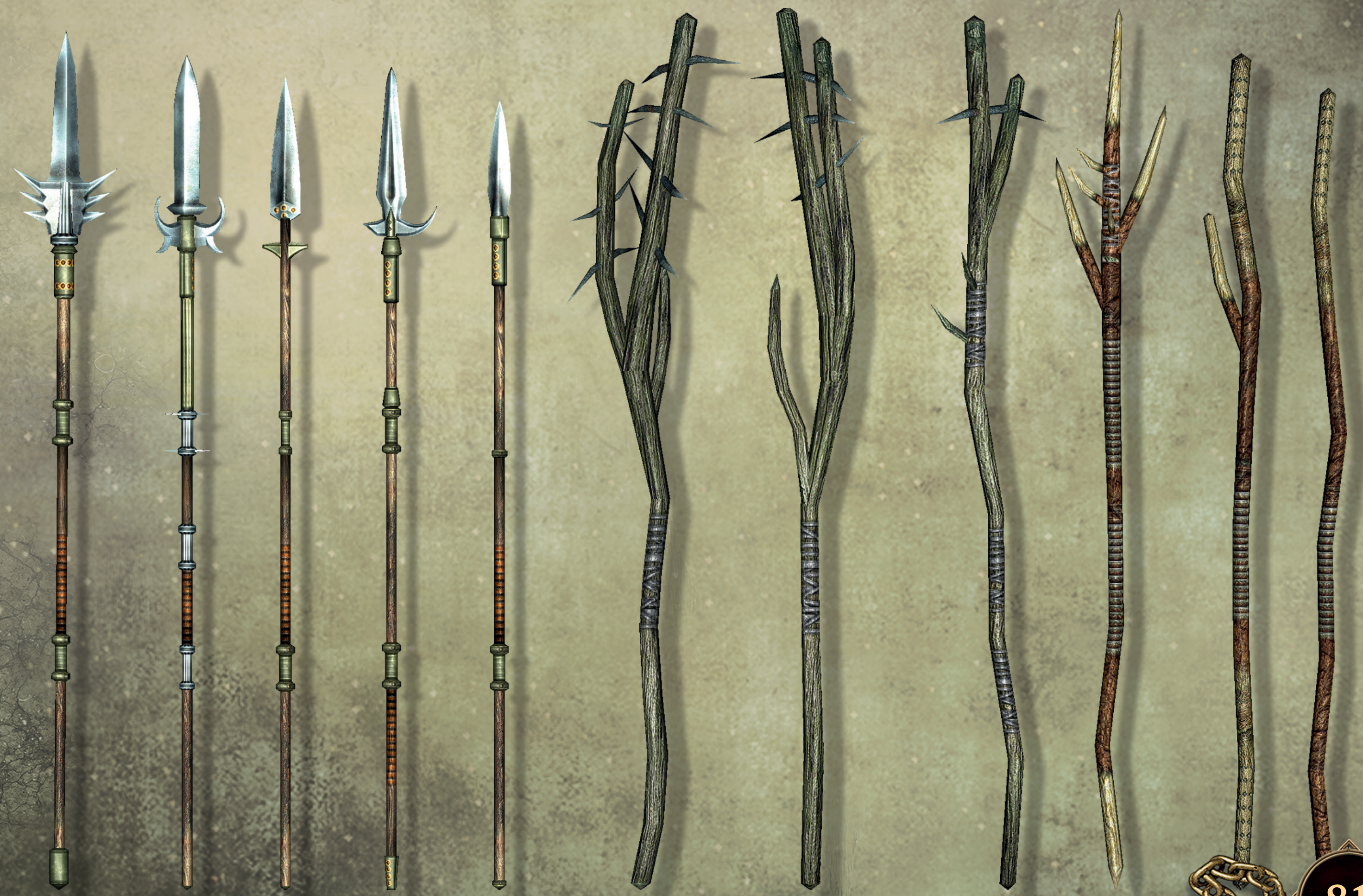

War club
Ornamented Mace
Warhammer


Small Axe
Ornamented Axe
Two-handed Axe


Bows and Arrows


Sword Braker





THE ART OF TWO WORLDS

Sie lieben Videospiele und Fantasykunst? Dann ist dieser aufwendig gestaltete Bildband genau das richtige für Sie!
Auf 82 Seiten warten exklusive Einblicke in das opulente Rollenspieluniversum "Two Worlds". Bislang unveröffentlichte Konzeptzeichnungen direkt aus der Entwicklerschmiede, hochauflösende Renderartworks und zahlreiche weiteren, faszinierenden Detailansichten aus Antaloor machen dieses Buch von Anfang an zum begehrten Sammlerstück!

What's that? Ah, so you're into video games and fantasy art?
OK, friends, then this elaborately designed art book is right up your street! It has 82 pages of exclusive insights into the opulent, role-playing universe of "Two Worlds". Unpublished concept sketches straight from the developers, high-resolution rendered works of art and countless other fascinating detailed views of Antaloor already make this book a red-hot collector's edition!

Vous aimez les jeux-vidéo et les univers fantastiques ? Alors ce magnifique ouvrage richement illustré est fait pour vous !
Ses 82 pages vous offriront une plongée exclusive dans l'univers opulent du jeu de rôle « Two Worlds ». Illustré de nombreux dessins conceptuels inédits, en provenance directe de la marmite des développeurs, de rendus d'Artworks en haute résolution et d'innombrables autres paysages fascinants d'Antaloor, ce livre est la pièce incontournable à toute collection !

Fascynują cię gry komputerowe oraz sztuka fantasy? W takim razie ten album, ze starannie dobranym materiałem, jest dokładnie tym, czego ci potrzeba! Na 82 stronach oczekują na ciebie unikalne, niepublikowane nigdzie indziej obrazy rozbudowanego świata "Two Worlds". Pochodzące bezpośrednio przez twórców i zamieszczone wyłącznie w poniższym albumie szkice, renderowane w wysokiej rozdzielczości ilustracje oraz wiele fascynujących szczegółów Antalooru sprawiają, że od samego początku książka ta jest poszukiwanym przez kolekcjonerów tytułem.

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